ISBN 0-912515-11-2

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"SMERSH" Adventure

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Role Playing In Her Majesty's Secret Service

VILLAINS

Victory Games Inc.

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New York, NY 10001

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For Ages 12 to Adult

FOR YOUR EYES ONLY

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HER MAJESTY'S SECRET SERVICE

TOP SECRET
Classified Information

M.I.6

MINISTRY OF INTELLIGENCE DEPARTMENT 6

SUBJECT: Buonvisi
Age: Unknown
Height: Unknown
Weight: Unknown
Background: During the breakup of a major smuggling operation by Lt. Hip of our Hong Kong station, the name Buonvisi was uncovered as the apparent head of a worldwide criminal network.

After running it through the computer, the only correlation possible is with a Renaissance family called Buonvisi that flourished in the city of Lucca. However, we have no evidence of any present day member of that family spearheading any criminal activities.

From the scanty records we retrieved, we know this Buonvisi is connected in drug smuggling, espionage and is apparently dealing in economic warfare on a global scale. Our only lead, a Dr. Winchell Adams who was heading up the Hong Kong operation, escaped capture and is presumed killed by this Buonvisi.

From what we have pieced together from reports through the brotherhood, Buonvisi's operation has existed for some time without coming to the attention of any of the major foreign or domestic agencies.

Comments: Whoever Buonvisi is, he possesses a shrewd business sense and a keen mind. He is probably also totally ruthless and without any conscience.

Agents are warned to be extremely careful when investigating anyone suspected of engaging in economic warfare since the balance of trade is so precarious these days that any wrong move could result in a worldwide panic.

No photo or description available.

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449036

THE DAWNING ROSE

THE NORSEA SHIPPING LINES

Date	Server	Table Number	
6/oct	MQ	7	
Cocktails			3.92
"			"
"			"
"			"
			Subtotal 15.63
			Tax .14
			Total 15.77

Passenger Signature Eden Grant

Receipt

449036

Date	Server	Table Number	
6/oct	MQ	7	
			Subtotal 15.63
			Tax .14
			Total 15.77

Thank You

10:30 – Annie University

11:00 – Ivanovic's Lecture – David Hume Tower

3:00 – The Dawning Rose – Newcastle Port

CUT ALONG BLACK LINE

3501103

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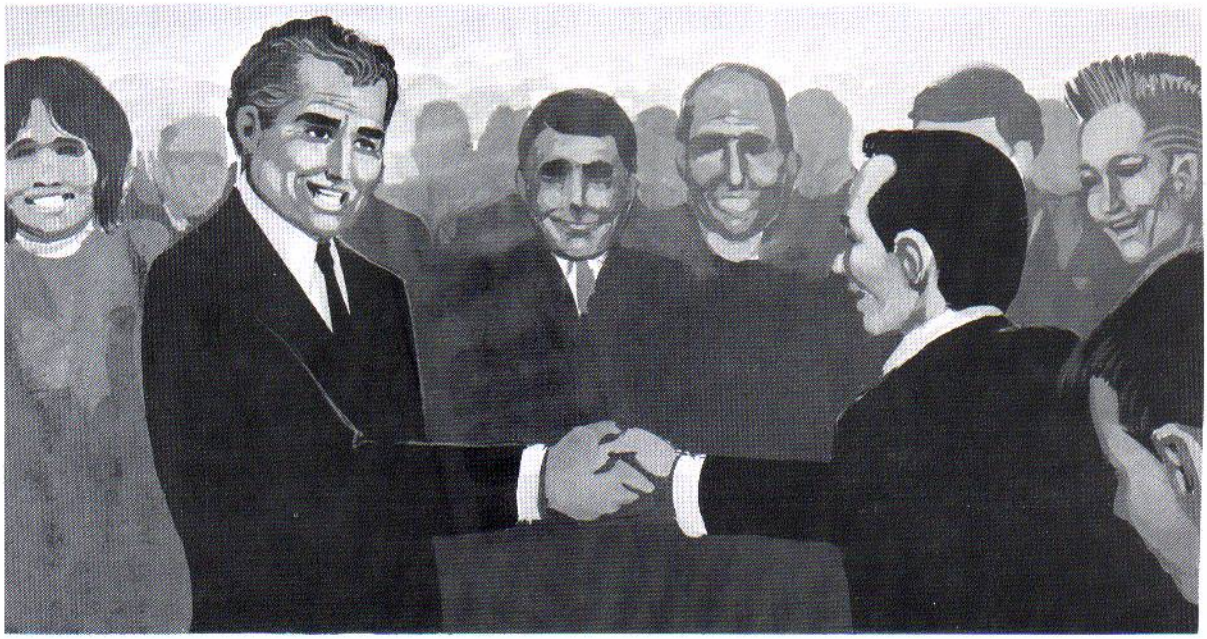
OCTAVIA PROSINSKI PHOTO

FEOLINA VANDEMERE PHOTO

PIERRE LAROSE PHOTO

CUT PHOTOS ALONG BLACK LINES AND ATTACH TO DOSSIERS



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M.I.6

MINISTRY OF INTELLIGENCE DEPARTMENT 6

SPECIAL MEDICAL REPORT FILE—EYES ONLY

Officially, this file does not exist. Sir James Moloney, Special Psychiatric Officer, insisted that it be established. Sir James' comments reasons and comments are as follows:

"Over the past five years a number of agents from M.I.6 and other intelligence organizations have been killed in seemingly motiveless, sadistic serial killings. Simply put, serial killings are a number of murders all performed by the same person in a similar fashion. The murderer, usually mentally unbalanced, picks his victims at random. This randomness makes finding and stopping such a killer a difficult task. Some of the most famous serial killers in history include Jack The Ripper, The Boston Strangler and the more recent Son of Sam in the United States.

"A study I compiled shows that in the last five to six years nine agents from various intelligence agencies around the world have been eliminated in serial killings. I have listed a few of these instances:

"1. Four years ago, Myoshi Sone, Japanese Secret Service, strangled as a victim as the "Silk Hangman" murders in Bangkok. Sone was on assignment working with the American Drug Enforcement Agency.

"2. 25 months ago, Mikhail Varionov, KGB, frozen to death as the result of wounds received at the hands of the "Crusher." The Crusher's victims all died of hemorrhaging when their bones were systematically broken. Vaslev apparently survived enough to crawl away but could not reach safety. Vaslev was investigating the weaknesses in the Soviet-Swedish border as a possible route for information smuggling.

"3. Five months ago, Alexandra Gaunt, M.I.6 station house agent, was killed in a series of "Werewolf slayings." These killing were well documented by the London and Paris papers at the time. In each case, the victim's throat was ripped out as if by a giant claw. Gaunt was looking into the possibility of a double agent dealing in selling arms in the Middle East.

"These deaths have been listed by the police departments of the respective countries as coincidental. However, when combined with my other findings the chance of an intelligence agent being picked as a random victim in a serial killing are well over 4,000 to 1. That so many have died in the past few years makes the odds astronomical.

"I suspect there is a chance that a professional assassin is at work, disguising his hits in these serial killings. If there is such a person he is undoubtedly a sociopathic sadist.

"Profile: Intelligent, competent, maintains good physical fitness. Excels in areas that require little or no abstract thinking such as mathematics, accounting, engineering. The missing piece in his psyche would be on an emotional level. Without going into a lot of psychological jargon, he basically doesn't have any emotions. He does not feel real joy, remorse, sadness, or love as a normal person would. He can be quite clever and tricky. He views everyone as having the same lack of emotion he has. It is actually that he has no basis for comparison. He can be charming but would not be interested in a loving physical contact."

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M.I.6

MINISTRY OF INTELLIGENCE DEPARTMENT 6

SUBJECT: SMERSH

This arm of the KGB, thought to have been dissolved around 1972, has been re-established by the Soviets.

According to our information, the new SMERSH is part of the KGB, but answerable solely to the Politburo. It is a small organization of fanatical agents and leaders. Our source of information could not specify how many agents SMERSH has in the field or their names, but did provide the names of the leaders.

Nikolia Lebedev: Top assassin in the original SMERSH. Lebedev is considered to be ruthless and cunning. His position indicates he is now in charge of SMERSH. Lebedev is an expert with a knife, which was his standard method of execution while he was in the field.

Yuri Shadrin: Shadrin's keen mind and phenomenal memory make him a double threat. He has memorized all the photos the KGB has of our operatives and, with his photographic memory, can spot our people easily. Shadrin's duties with SMERSH are unclear, but his primary function must be to identify foreign agents for extermination. We have no way of knowing which agents' pictures the KGB has, so caution is advised.

Alexander Kreniak: During his time in the field, Kreniak was considered an unstoppable force. His operations showed meticulous planning and forethought. While his exact function in SMERSH is not known, it is likely he is in charge of planning.

There is some indication that the "Murder Factory," the research division of SMERSH is also revived, but no information on its leader or scientists is available.

Comments: With the revival of SMERSH, we must assume that the Soviets are planning on taking a harsher policy towards espionage. While recent communications between M and General Alexis Gogol do not reflect such a trend, agents are advised to practice extreme caution at all times.

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M.I.6

MINISTRY OF INTELLIGENCE DEPARTMENT 6

SUBJECT: Pierre Larose
Age: 48
Height: 6'2"
Weight: 205 lbs
Background: Larose is a Canadian citizen. He has no living relatives we know of. His mother died when he was young. His father, step mother and step brothers and sisters died in a mortar barrage in Vietnam. His aunt and cousin are also dead.

Larose was always a political activist and came to prominence as a leader of student demonstrations while attending college in Canada. Later he became a crusading lawyer associated with the activists in Montreal. Through his charm and connections, Larose was elected to Canada's parliament where he spoke out at length advocating his pacifist philosophy.

Larose fell out of favor when the peace movement died. He lost his seat in parliament and most of his influential friends. He resurfaced of late as head of the Citizens Against Nuclear Extinction (CANE).

Larose would not warrant a dossier except that he disappeared with the organization's funds after a futile attempt to speak before the United Nations. Our informant tell us that Larose, in his frustration has turned to terrorism and plans to bring down the "military establishment" as the old phrase goes. He has been linked with the sabotage of the test flight of the VTOL stealth jet and in the attempted kidnapping of General Cartwright of the British Army and General Herbert of the United States who were enjoying a golf game together.
Comments: If Larose has turned his considerable energies and creative talents to the cause of terrorism, he must be considered a dangerous foe. While no demands or statements have been made by Larose in regards to his new activities, it can be speculated that his previous guise as a pacifist was only a cover for his terrorist involvement. Investigations along this line, however, have proved fruitless. Agents are urged to use caution.
Description: Wavy brown hair, brown eyes; no scars; no distinguishing marks. Photo attached (Reuters news photo).

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M.I.6

MINISTRY OF INTELLIGENCE DEPARTMENT 6

SUBJECT: Octavia Prosinski
Age: 32 Height: 6'1" Weight: 170 lbs
Background: Subject is the daughter of Smolar Prosinski, manufacturing magnate in Gdansk, Poland. Prosinski is outspokenly in favor of the current government and openly fights against such movements as Solidarnosc (Solidarity), the movement whose leader, Lech Walesa [pronounced va- WEN-sa], has become a prime target for harassment and imprisonment.

For reasons unknown to this department, Octavia Prosinski joined with the Red Brigade by faking her own kidnapping and thereby extorting nearly 50,000 pounds ($100,000) for her safe return. Once the ransom was paid, she announced that she was joining the Red brigade formally. Her father disowned her.

According to information from Mossad and Interpol, Prosinski's activities as part of the Brigade include setting fire to the Fiat car factories in Turin and the assassinations of Red Brigade enemies including newspaper editor Carlo Casalegno and Francisco Coco, chief prosecutor in Genoa. She was also the editor of the Brigades underground newspaper, Mai piu Senza Fucile (Never Without a Gun).

While we cannot confirm this information, there is strong evidence including eyewitness reports that Octavia was responsible or at least part of the group that kidnapped and murdered Prime Minister Aldo Moro of Italy in an attempt to free Renato Curcio, one of the founding members of the Brigade who was on trial.

Since that time, Prosinski has travelled throughout Europe, the Middle east and Africa fomenting insurrection and committing acts of terrorism. She has established many small bands of terrorists and seems to be developing a worldwide terrorist network that would combine the forces of the Red Brigade, Baader-Meinhof and major factions of the PLO.

Comments: Prosinski came to our direct attention when she kidnapped Juliette Geffrey, daughter of the Head of Research for Her Majesty's Navy. Before anyone was torn

One name that has cropped up is something called Werewolf has shown up in reports from Germany, South America and the indicating that one group may be working on a world-wide scale. advised to let Intelligence Branch know if they run across this or an investigation.

Comments: If these isolated groups are being organized by some group their influence may extend beyond North America. If the criminals is their first international act we can only expect their increase in intensity and number.

Agents are asked to be alert for any signs of organized Nazi would obviously require major financial or organizational backin

HER MAJESTY'S SECRET SERVICE

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M.I.6

MINISTRY OF INTELLIGENCE DEPARTMENT 6

SUBJECT: Feolina Vandemere
Age: 36
Height: 5'6"
Weight: 120 lbs
Background: Until recently, Vandemere worked for the C.I.A. She showed a remarkable ability to insinuate herself into the confidences of her target and gain valuable pieces of information. Extremely attractive, she was also brilliant, and used both gifts to her advantage in her missions. She found quickly that few males could resist her charms; her rapid advancement through the C.I.A. mirrored her success in the field with enemy agents.

During her six years of field work she acquired several vital defense secrets from Communist Bloc countries. In her last two years, her missions centered on obtaining information about the biological warfare research being done by the Soviets at their Cam Ranh Bay naval base in Vietnam.

Vandemere is the daughter of Dr. Franklyn Vandemere and the former Georgiana Dussault, both deceased. Dr. Vandemere, it is now known, was involved in testing of viral mutations for the American Government. Some years ago, Mrs. Vandemere died of a mysterious illness. There was at the time no suspicion so a cursory autopsy was performed. We understand the C.I.A. eliminated any connection between her mother's death and her father's work.

Dr. Vandemere continued his research until 007 uncovered the fact that he was selling information to the Soviet Union. During a raid on the home of Dr.Vandemere, he was killed in a firefight by 007. Subsequent investigations showed that the leaked information was being used at a research base at Cam Ranh Bay.

It was apparent that Feolina Vandemere must have known about this connection but kept quiet. We suspect she was in league with her father, helping him keep his activities a secret from the C.I.A. There is no way to verify this information since Vandemere disappeared, we believed defected, shortly after her father was killed.
Comments: Like so many other defecting agents, we expect Vandemere to resurface working for some Soviet agency. If she crosses our path, Chief of Staff recommends assigning either a female operative or a male who will not succumb to her charms. 007 is not recommended for the assignment.
Description: Red hair, green eyes, no distinguishing moles, no distinguishing scars. Photo attached (C.I.A. ID photo).

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M.I.6

MINISTRY OF INTELLIGENCE DEPARTMENT 6

SUBJECT: Cartesia
Age: Unknown
Height: Unknown
Weight: Unknown
Background: No description available. Nothing known about habits or family either. Through our investigations we have assembled something of a history for this person.

Apparently, Cartesia is interested in the buying and selling of information on a grand scale. He specializes in highly technical information.

The first indication that an organized effort was being made to steal and sell information came when we learned of the theft of a micro-chip proximity fuse that was developed by the Japanese. We received a standard report as part of our information exchange with Tiger Tanaka of the Japanese Secret Service and circulated it to M.I.5 as a courtesy.

Three weeks later M.I.5 arrested three Middle Eastern terrorists at Heathrow. One of the three was carrying a detonator that contained a poor replica of the proximity detonator. The investigation showed that the replica could have been made with a copy of the plans and the prototype stolen from the Japanese.

When M.I.5 questioned the suspect, they learned the name Cartesia in connection with the sale of the information. It was the only name the terrorist knew as to who sold his group the device.

Comments: We have no idea whether this Cartesia acts merely as a middleman or is genuinely knowledgeable about the information he steals.

Whoever he is, he has a first class organization that is highly trained and not given to advertising their presence.

No photo or description available.

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SMERSH

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New York, NY 10001
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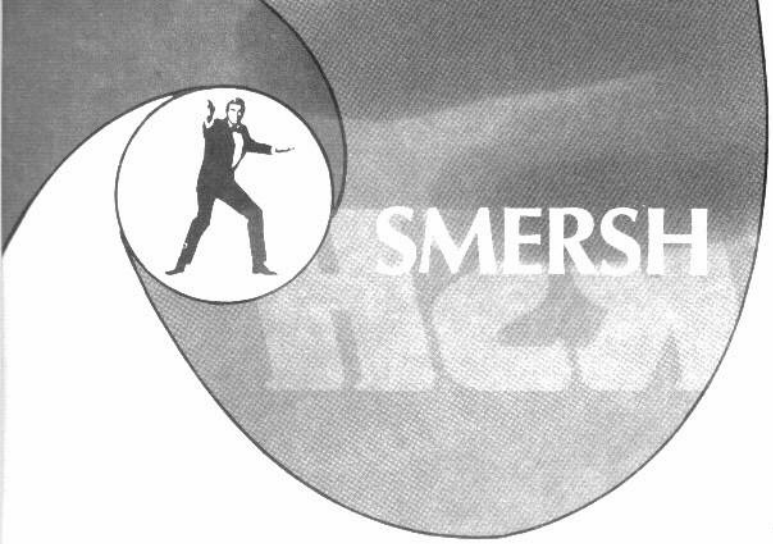


History

The KGB existed in one form or another since the time of the czars when it was just the security service for the royal family. When the Revolution came in 1917, the security service became Tcheka, whose mission was to eradicate the members of the old regime and those who opposed Lenin and the Bolsheviks.

Later, the Tcheka became the GPU (State Political Administration) and absorbed the propaganda functions of the party. In 1934, the GPU became a department within the NKVD (People's Commisariat for Internal Affairs), but split away in 1939 to form the NKGB (People's Commisariat for State Security). Since then, it has gone through varying degrees of powers and names, until it became today's KGB.

As the service grew, its primary concern became intelligence gathering. A special section was created to handle the assassinations. Officially designated as the Section for Terror and Diversion, it is better known by its nickname derived from the Russian phrase *Smert Shpionam*, or Death to Spies — SMERSH.

SMERSH was officially named and sanctioned during World War II. Its credo was to eliminate all who were perceived as a threat to the Soviet Union. At the time these threats were primarily Germans and Russians who were thought to be anti-Communists. The war was the perfect proving grounds for SMERSH to perfect their techniques in assassination, kidnapping and blackmail. Their expertise in these areas became their calling card in later years.

In 1946, SMERSH officially "ceased to exist," but the organization remained intact. However, candidates for elimination were expanded to include defectors, spies, diplomats and foreign government personnel. To increase efficiency, SMERSH began developing highly sophisticated lethal devices including electric guns and and highly potent, hard to detect poisons. The effective research facility became known as the Murder Factory.

SMERSH's most active period was from 1950 to 1970. In 1953, they dispatched Nicolai Khokhlov to West Germany to kill Igor Okolovich, leader of the anti-Soviet Society of National Unity. Khokhlov was armed with a cigarette pack that was really a disguised electric gun that fired poison pellets. The plot failed because Khokhlov so abhorred his assignment that he defected to the Americans. He was the first SMERSH operative to defect and give details of its organization and personnel.

Despite the defection of one of their top operatives, SMERSH was still extremely active. In 1957, SMERSH sent Bogdan Stashinsky into Munich to kill a Ukrainian nationalist. Stashinsky successfully killed his target by using a bulb sprayer that shot a stream of prussic acid into the victim's face and mouth. Two weeks later, he again was successful with this efficient method. But, like Khokhlov, Stashinsky had an attack of conscience and defected. He was tried for the murders, but received a light sentence in exchange for information.

SMERSH continued operating with impunity. No one dared to try to stop it, since it was as feared inside the Soviet Union as well as outside. It enjoyed unlimited power and freedom. In 1970, the worst thing that could happen for SMERSH occurred. The relations between the Soviet Union and the West thawed.

SMERSH IN THE WORLD OF JAMES BOND

With the growth detente in the late 60's and 70's, the Politburo disbanded SMERSH in name and fact. General Alexis Gogol, M's counterpart in the KGB, was one of the primary forces behind the dissolution of SMERSH. Gogol has long known that the arms race and the flexing of military muscle between East and West leads nowhere. Gogol has constantly argued that differences can be negotiated to an agreeable compromise.

Gogol's main enemy over the demise of SMERSH has been Vladimir Orlov. Once they were friends, but Orlov's adherence to a philosophy of conquest rather than negotiation drove a wedge between the two comrades. (For further information on this relationship, refer to Gogol's complete background as detailed in *For Your Information.)*

Orlov's arguments for a strong and aggressive Soviet national policy fell on deaf ears for over 10 years. Recently, though, changes in Soviet leadership and a chilling of detente suddenly gave Orlov allies in high places. With this added support, Orlov asked the Politburo to reactivate SMERSH and make it as large as the KGB but not answerable to Gogol. The debate over this request was long and heated.

Finally, they reached a compromise: enough funds were alloted to establish a headquarters and pay a skeleton force of officers and agents. The officers were ordered to prepare files and lists of candidates for membership in SMERSH. With this groundwork laid, SMERSH could be started up quickly, if the need suddenly arose.

The revived SMERSH was officially considered part of the KGB, but is independent of Gogol's control. It has become a separate directorate of the KGB,

answerable only to the Politburo where Gogol would have a say in how it would be run.

Part of the compromise, though, was that Orlov would act as liaison between the new SMERSH and the Politburo.

This decision does not sit well with Gogol. He is aware how clever his ex-friend can be, but he knows Orlov could not initiate any actions since he is only functioning as liaison. Since all SMERSH operations have to be sanctioned by the Politburo, Gogol knows what they are up to even if he can't stop the operations.

Orlov's progress reports to the Politburo reflect a small organization with a nominal staff and a small field strength. The reports speak of growing files and profiles of future candidates. His oral reports usually end with a very loud complaint that he does not get enough funds to "make SMERSH the vital arm of the KGB it must become."

BEHIND THE SCENES

All of Orlov's complaining masks the fact that SMERSH is more powerful than anyone in the Politburo suspects. It is a small, but efficient, organization. To augment the government funds, Orlov is making deals with international criminals. He has been involved with international jewel and drug smuggling, and a number of thefts. He will not get involved with espionage-related activities since he does not want to do anything remotely disloyal to the Soviet Union.

Orlov's most profitable deals have been made with Kamal Khan. He has been dealing with the exiled Afghanistan prince for a number of years and their plans have grown bolder. Their last joint effort was a plan to explode a neutron bomb in Eastern Europe and deal a major blow to the NATO alliance. (See the *Octopussy* adventure from Victory Games, Inc. for more details on this plot.)

Orlov can effectively cover up his activities because he made sure his men were chosen as the new leaders of SMERSH. The psychological and political manipulations Orlov used would have made Kronsteen proud. He knew the Politburo would not blindly approve the men he recommended for SMERSH. To keep peace, the Politburo would choose a balance of ideologies, men of radical and reactionary thinking.

Knowing this, Orlov began plotting early. For years, Orlov's men had infiltrated the KGB and other Soviet directorates. To protect their covers and gain the trust of Orlov's opponents, they pretended to have moderate leanings. These men were very efficient in their jobs, which made them ideal candidates to head a new, unorganized section. It took some further manipulations when votes were taken, but, in the end, every officer of SMERSH was one of Orlov's men.

When the new SMERSH leaders were installed, they met in secret to drink to their success and what they saw as the rebirth of a strong Soviet Union.

The leaders of SMERSH never venture into the field. They plan and direct from behind the scenes. M.I.6 and the player characters may know their names and reputations, but would never meet them face to face, unless they were captured and taken to SMERSH headquarters. Since you will rarely play the SMERSH leaders on an extended basis, complete details, characteristics and skills are not given. If you ever need to make them complete, you can use the Fellow Secret Agents Table in the How to Use Non-Player Character chapter of the *James Bond 007* Basic Game book. The rank of the leader is included in the background description.

Note: *All along, we have named Orlov as the moving force behind the new SMERSH. While it is true that Orlov died in the movie* Octopussy, *there was very little chance of him expiring in the adventure published by*

Victory Games, Inc., so Orlov could still be alive and heading SMERSH. If, in your campaign, Orlov is dead, then merely replace him with another Russian general of similar political leanings and aggressions.

Organization

SMERSH is divided into four sections: Planning and Administration, Operations, Intelligence, and Research. In the following descriptions, the "Official Function" quotes are taken from the mandate drafted by the Politburo for the re-establishing of SMERSH. Immediately following these quotes are the actual functions of the sections.

PLANNING AND ADMINISTRATION

Official Functions: "This office provides a central location for the overall running of SMERSH. Monthly reports are to be filed with the Politburo detailing the growth and any candidates for recruiting should the need to fully revive SMERSH arise. This office shall provide to the Politburo a complete list of people that are considered dangerous to the state."

Actual Functions: This office makes sure that SMERSH runs smoothly and does not give any hint about the real extent of SMERSH's power. Several assassins have already been recruited, and are on payroll (see SMERSH AGENTS section). Plans have been made for assignments and operations for the next few years, and list of "Enemies of the State" has been compiled and grows longer every day.

Nikolai Lebedev, the leader of this department, must handle the dual paperwork of SMERSH's actual activities and the bogus reports he submits to the Soviet leaders.

NIKOLAI LEBEDEV

CHARACTERISTICS: **WIL:** 9 **PER:** 12

HEIGHT: 6'0" **FAME POINTS:** 136
WEIGHT: 160 lbs **SURVIVAL POINTS:** 6
AGE: 52 **WEAPON:** Knife
APPEARANCE: Normal

WEAKNESSES: None

IDIOSYNCRASIES: Speaks in soft, well modulated tones, absently caresses deep scar high up on forehead when thinking or worried

INTERACTION MODIFIERS: Reaction (−2), Persuasion (−3), Seduction (−4), Interrogation (−4), Torture (−3)

BACKGROUND: Lebedev's father was a high ranking agent of the KGB during and after World War II, and his impressive stories inspired the young man to enter the KGB. His father had a brilliant record, but Lebedev surpassed it, becoming almost a legend in the field. Trainees from other intelligence services were constantly told to be careful or "Lebedev will have you filleted before you can register the flash of the knife blade."

Lebedev joined SMERSH after his father's death. The elder Lebedev was killed while attempting to get secrets across the border from Germany to the Soviet Union. A West German agent knifed the elder Lebedev 100 yards short of the border.

Lebedev was waiting at the border checkpoint and saw the killing take place. Though he knew that death was an occupational hazard, Lebedev still felt a great loss. From the border guardhouse, Lebedev could see his father's body but was denied permission to retrieve the corpse. His superiors felt that the body had been left as bait to trap Soviet personnel trespassing on foreign soil. Also, they could not admit to having even a remote link to the dead spy. For days Lebedev stayed at the border, his father's body visibly decaying, while he got on the field phone to get permission to sneak across and get the body. All his arguments proved unsuccessful.

One morning, when he awoke, the body was gone. The guards saw nothing during the night but some peasants on the road. The peasants apparently found the body and buried it.

Lebedev formally requested a transfer to SMERSH. At first, his superiors were leery. They felt that Lebedev may be trying to even the score for his father, possibly killing his father's murderer over and over in his mind. Lebedev, though, was calm and cool about his training and his assignments.

Lebedev is known to have personally killed at least seven "Enemies of the state" and is suspected in at least another dozen deaths. His methods were always quiet. He preferred getting close enough to use a knife since it was a more precise instrument and there was little chance of anyone hearing and calling in the authorities.

Lebedev has never failed on any assignment, and has had only one close call. During an assignment in Rio, Lebedev severely underestimated his target. The result was a knife fight as bloody as it was technically perfect. Lebedev finally managed to kill his opponent but his wounds required 51 stitches. The worst damage

was a deep gouge that started at his right eyebrow and extended on a slant to his ear.

The resulting scar left him far too identifiable to be effective in the field. While the possibility of plastic surgery for him was being discussed, SMERSH was eliminated from the KGB. Lebedev was shocked at the disbanding and resolved never to work in the field again. He withdrew his request for plastic surgery. Lebedev transferred to the KGB training school where he kept his talents well honed by teaching trainees ways to kill with a knife.

Though he was glad to teach the skills he had honed over the years, Lebedev craved to be placed back in action. Privately he thought that "there are many political leaders around the world the Soviet Union could do without." He never voiced these opinions and stayed in his training position.

Through his people, Vladimir Orlov heard of Lebedev's views and arranged a meeting. After only a few moments, the two became staunch allies. Orlov suggested Lebedev present a more moderate public stance in order to gain some favor with his superiors. By mouthing detente, Lebedev could earn the trust of the "weak ones" and learn their secrets. Lebedev had to agree with Orlov's thinking. He swallowed his "patriotism" and successfully convinced his superiors that he had "mellowed with age." When the opportunity came to head the new SMERSH, Lebedev exhibited extraordinary control as he gave what he considered milksop lies during the questioning by the Politburo. By the end of the interview, he had convinced the Soviet leaders that he was of a moderate stance politically. He was voted in almost unanimously as the leader of SMERSH. The only dissenting vote was from Orlov, who had to bite his lip to keep from laughing at how he had fooled everyone.

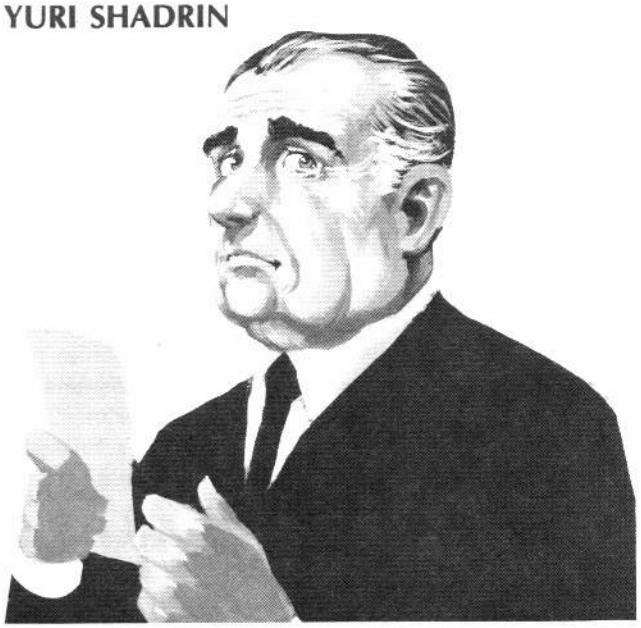
Lebedev should be of "00" rank.

INTELLIGENCE

Official Functions: "Although SMERSH is denied permission to conduct independent field work, the Politburo concedes the need for it to begin amassing files on agents and employees of other governments who are possible enemies of the state. To this end, the Intelligence Division of SMERSH is hereby established. SMERSH is given permission for controlled access to KGB files at the discretion of General Gogol. By correlating the information in these files, SMERSH will identify potential enemies of the Soviet Union."

Actual Functions: The Intelligence gathering is much more extensive than the official version. The files being amassed include personal data, especially of an embarrassing or blackmail nature not only of people outside the Soviet Union, but inside as well. There are files being amassed on the Soviet leaders and agents of the KGB. The Intelligence division of SMERSH actually has unlimited access to the KGB files thanks to the division leader, Yuri Shadrin.

YURI SHADRIN



CHARACTERISTICS: **WIL:** 6 **PER:** 8

HEIGHT: 5'8"	**FAME POINTS:** 87
WEIGHT: 205 lbs	**SURVIVAL POINTS:** 3
AGE: 55	**WEAPON:** None
APPEARANCE: Normal	

WEAKNESSES: Greed, Attraction to Members of the Opposite Sex, Close Personal Tie

IDIOSYNCRASIES: None

INTERACTION MODIFIERS: Reaction (−1), Persuasion (0), Seduction (+3), Interrogation (0), Torture (+1)

BACKGROUND: Shadrin would have preferred to spend his days in his little office in Moscow processing requests for visas into the Soviet Union. Shadrin is a man who has few opinions of his own. His belief is that "opinions and principles result in headaches and frostbitten toes from being sent to Siberia."

Unfortunately, Shadrin is one of the men that Shakespeare referred to as having "greatness thrust upon him." Shadrin was blessed with a phenomenal memory, close to being photographic. He never forgot a passport photo and could always link it to the name on the passport. While he certainly could not check all people coming into the Soviet Union, his position allowed him to identify frequent visitors who may have entered the country under several different names.

His reports soon brought him to the attention of Gogol, who had Shadrin attached to the KGB. Shadrin was given a nominal title and was invited to most state functions involving visiting dignitaries. After going through the photos of known foreign agents, Shadrin usually could identify no less than three foreign agents travelling undercover at each party. Gogol considered him an invaluable source of information and became quite fond of Shadrin. Because of Shadrin's computer programming expertise, Gogol expanded his duties to include updating KGB files on computer.

Shadrin also came to the attention of Orlov, but not for the same reasons. Shadrin is married, but not faith-

ful. In his new position, he began meeting more and more people who were impressed with the power he supposedly held. He discovered that power can be a potent aphrodisiac. More and more, he told his wife, a handsome but bland woman, to stay at home since "having so many enemies around may prove dangerous." His wife appreciated his concern.

It was not concern that spawned Shadrin's request. With his wife at home, he could enjoy his new found popularity with young women.

One day, he was confronted with photos taken of him and a young lady together. To avoid public disgrace, Shadrin was to report regularly on the plans for KGB operations he learned from Gogol. At the time, Shadrin thought he was being forced to work for some foreign power. He did not know he was being blackmailed by Orlov.

When the proposal to restore SMERSH was certain to pass, Gogol wanted someone he could trust on the inside, someone who could bring him information, without having to try to sneak out papers. Gogol's logical action was to nominate Shadrin as head of Intelligence. Orlov nearly ruptured a blood vessel to keep from laughing.

Shadrin pleaded with Gogol not to nominate him for the post. Gogol explained that he needed someone inside SMERSH he could trust, who would keep him informed about Orlov's pet project. Shadrin finally relented. Soon after that, Shadrin discovered the actual identity of his blackmailer. When Orlov showed Shadrin the photos and movies and a complete record of his "treasonous activities," Shadrin was his.

Orlov ordered Shadrin to set up a computer link into the KGB records so that SMERSH could access them at will without Gogol's knowledge. Orlov also controls what Shadrin reports to Gogol, preventing the KGB chief from suspecting the scope of SMERSH's power.

Shadrin should be an ordinary citizen, and have appropriate characteristics and skills.

OPERATIONS

Official Functions: "Though no independent field work is permitted, it is considered necessary for a division of SMERSH to be established to be ready to handle any such emergency measures that the Politburo deems proper. Only in those extreme emergencies where the Soviet Union could be irreparably harmed is SMERSH allowed to act and then only after unanimous approval by the Politburo after a careful screening of the goals and methods to be used."

Actual Functions: Orlov has SMERSH operations going on all the time. Some are just intelligence gathering, others are the quiet elimination of "Enemies of the state." These operations must be staffed, planned and coordinated so that no suspicion will fall on SMERSH or Orlov. This requires a division leader with a devious, intricate mind, one who can predict reactions and possibilities and compensate for them. Orlov has found such a man in Alexander Kreniak.

ALEXANDER KRENIAK

CHARACTERISTICS: **WIL:** 12 **PER:** 11

HEIGHT: 5'9"	**FAME POINTS:** 145
WEIGHT: 145 lbs	**SURVIVAL POINTS:** 9
AGE: 41	**WEAPON:** None
APPEARANCE: Normal	

WEAKNESSES: None

IDIOSYNCRASIES: Constantly speaks in chess terms

INTERACTION MODIFIERS: Reaction (−2), Persuasion (−4), Seduction (−6), Interrogation (−4), Torture (−3)

BACKGROUND: Humans are, by nature, communal animals. They seek the company of their own kind and function better in groups. Occasionally, though, there is a true loner, a person who is perfectly content to live in solitude, without any socializing or interaction. Such a man is Alexander Kreniak.

This reclusive attitude started during his youth when he was shunned by other children because he was thought to be strange. In fact, he was actually too intelligent to be interested in children his own age and even most adults in the village where he lived. He did enjoy reading and befriended a local scholar just to have access to a large collection of books.

Kreniak read every book in the collection at least twice, and then began to order more books through the scholar. At 15, he made the decision to go to Moscow and left without even writing a note for his family. Kreniak was admitted to the university in Moscow. The professors at the school laughed at the arrogance of this peasant boy, but he soon proved them fools by excelling in his subjects.

He quickly became the top student in the Psychology program, his major interest. He was fascinated by the workings of the human psyche and, especially, how the mind can be manipulated. He was especially interested in the work of Pavlov and Skinner's behaviorist

theories. His papers and theses expounded the idea that people as individuals or in a group are predictable, given enough background information; that people "can be run through life like mice through a maze."

His bluntly stated theories did not win him any popularity contests. This hardly bothered him, since Kreniak took no interest in the other students or any group activity. He did discover he had a passion for chess which led him to his passion for games in general. He began playing every game he could find from the simplest solitaire card game to the most complex variations of chess. He also discovered a knack for anagrams, crossword puzzles and logic puzzles.

During one of their recruitment sweeps through the university, the KGB became very interested in Kreniak. Since he was a loner, with no family ties, he was a perfect candidate to become a KGB agent. The recruiter managed to talk to Kreniak and found the key to recruiting the student in his theories of psychological manipulation.

Where else, the recruiter told the young man, could he find a more fertile laboratory to test his theories than in espionage, where people are being manipulated all the time. Kreniak agreed, and was soon sent out on assignments. The results astounded his superiors.

Unlike other agents who would write out their reports after the fact. Kreniak would send in a pre-report stating what his plan was, how he expected the people to react and what he expected the outcome to be. After the mission was completed, he usually sent in a short note stating that everything went as predicted.

His superiors, leery of a rookie agent with so much success, decided to send agents to check on exactly what Kreniak was doing. Kreniak even predicted this action by his superiors, and sent in his next pre-report with an added note asking that whoever they send be discreet so as to be unnoticed.

Kreniak has the distinction of being the only KGB agent never to carry a pistol regularly, much less have to fire one. He has carried a weapon when he felt it would give him a psychological edge, but has not had to kill anyone in the field.

After two years in the field, Kreniak was considered much too valuable to leave in such an exposed position. He was recalled to Moscow where the Office of Special Operations was established for him. Kreniak would review reports and plans of the KGB and then comment on ways to make them more efficient.

Kreniak is completely apolitical, neither moderate nor conservative. When it was announced that SMERSH was about to be revived, Kreniak wanted to join since planning killings is an extra challenge. He saw through Orlov's manipulations and confronted Orlov. He forced Orlov into helping him get the position of Head of Operations. Orlov suspects that one day Kreniak will become bored and seek greater challenges but he is useful for the time being.

Kreniak should be of Rookie rank, but with a very high Intelligence and Perception.

RESEARCH

Official Functions: "The committee recognizes the need for technological superiority in the field of espionage. To this goal, we authorize the establishment of a division of SMERSH to conceive and design theoretical devices and implements so that, should the need ever arise, they may be constructed quickly and put into use in the field."

Actual Functions: "Research Center," for SMERSH, is a euphemism for the old Murder Factory. The design of new weapons for murder and destruction was one of the trademarks of the old SMERSH. With the advent of transistors and miniaturization, the potential for weapons of destruction is limitless. While this division was originally authorized only to design and plan such weapons, several have been built since "Prototypes must be made to test the device's efficacy." The work has made Dr. Ulrich Johann Skoda, the head of research, very happy.

ULRICH JOHANN SKODA

CHARACTERISTICS: **WIL:** 10 **PER:** 11

HEIGHT: 6'3"	**FAME POINTS:** 149
WEIGHT: 174 lbs	**SURVIVAL POINTS:** 5
AGE: 58	**WEAPON:** None
APPEARANCE: Good Looking	

WEAKNESSES: None

IDIOSYNCRASIES: Totally unemotional

INTERACTION MODIFIERS: Reaction (−4), Persuasion (−4), Seduction (−6), Interrogation (−5), Torture (−3)

BACKGROUND: Skoda's family was loyal to the Third Reich. His father worked for the Gestapo and his uncle, a scientist, designed weapons of sabotage for the Abwehr.

Skoda was displayed by his family since he was tall, muscular and blond; in short, the Aryan ideal. He could recite passages from *Mein Kampf* from memory, and often did at parties, while his parents beamed their pride. Skoda joined the Hitler Youth Corps when he discovered he could not join the army because he was too young.

He was assigned to assist his uncle in the labs of the Abwehr. His orders included reporting any and all information he could about the workings of the Abwehr. During this time, the Nazi high command had become leery of Admiral Canaris, head of the Abwehr, and his subordinate Erwin von Lahousen. The two officers were suspected of harboring anti-Nazi sentiments and of having deliberately sabotaged the Abwehr's operations against the allies.

The information provided by Skoda was responsible for Hitler disbanding the Abwehr for "inefficiency," early in 1944.

While Skoda worked with his uncle, he became fascinated with the devices being created, and would often tinker with them. The dissolution of the Abwehr, cut short any advances he may have made in that direction.

After the war, the Skoda family fled to Poland where they lived under an assumed name. While his family retained their loyalty to Nazism, Skoda found that he really never shared their zeal. Without a organized Nazi state, he was bored with the idea and soon turned to the Soviet Union as a replacement.

Skoda joined the Russian army in the early 50's and was assigned to ordnance. He was soon spending his off duty hours disassembling and reassembling arms and bombs to see how they worked and trying to make them work better. During this time he came up with idea of squirting a highly toxic poison in the face of an enemy. He drew some sketches of a device that could be hidden up a soldier's sleeve and used in close quarters.

His commander forwarded the idea to the KGB, who, after investigating Skoda and uncovering his real background, took an interest in him and had him transferred to the Murder Factory of SMERSH.

Skoda was never a flag waver. He enjoyed his work and was an innovative designer. He was particularly good at designing ways of hiding weapons in innocuous objects like notebooks and pens. Skoda would often mourn that his devices could only be tested in the field; "very unscientific" he called it.

His superiors thought this showed a sadistic streak, but Skoda was much too unemotional for that. He merely wanted his designs tested. He derived no enjoyment or disgust at human suffering.

During one experiment, though, the detonator of a prototype bomb exploded in the lab, burning and scarring the right side of Skoda's face. Instead of seeking medical attention, Skoda made notes about what went wrong until he collapsed. There was nothing that could be done to save his looks. The scars do not bother him, but he will wear a half mask for the comfort of his lab technicians.

Skoda has Civilian characteristics, but with a high Intelligence and high Skill Levels in Science and Electronics.

SMERSH LEADERS IN A CAMPAIGN

As stated above, there is very little chance of the characters actually meeting the leaders of SMERSH in the field. The background information above is for you to use to create an atmosphere and flavor in your campaign of the kind of people who run SMERSH and what the organization represents.

There will be times in your campaign when having the player characters come face to face with these leaders will be desirable for heightened suspense or dramatic effect. If, in your opinion, a character has had a number of successes in thwarting SMERSH operations, then certainly one of the leaders may want to meet this character face to face for a talk before killing the character in some ingenious way.

When such a meeting takes place, you should remember that the leader will take every safety precaution to make sure that the characters have been completely disarmed. The SMERSH leaders should be treated as Major Villains in regard to their ability to get away and survive to taunt the characters another day.

One of the leaders described above is designed to be fodder for a series of adventures. As your campaign gets further along, Shadrin may defect to get out from under the thumb of Orlov. The characters would then have to get Shadrin out and keep SMERSH from killing him. Shadrin's post, of course, would be easily filled by someone of your own design or choosing.

CHARACTERS MARKED FOR DEATH

Of course, characters should spend more time avoiding being killed by SMERSH than hunting down its leaders.

Any character with more than 100 Fame Points has some sort of file in the SMERSH data bank. The extent of this file is up to you depending on what the character has done during his career, but the file would definitely exist. The existence of such files is the reason that characters with higher Fame Point totals are easier to recognize. The existence of these files can be mentioned by SMERSH agents who recognize characters, but only when the SMERSH agent feels he has the upper hand.

Any character with more than 150 Fame Points is certainly on SMERSH's Enemies List. They are considered a possible dangerous threat to the Soviet Union. At your discretion, these characters would be singled out for assassination attempts or plots to discredit them, as was Bond in *From Russia With Love*. The character should not be shot at every day since that would mean he would have to retire, but a SMERSH plot involving a player character can be the bases for a number of adventures.

Recruitment

With the funds from his illegal activities, Orlov has recruited some top assassins into SMERSH. Attributing the failure of Stashinsky and the defection of Khokhlov to "weak sentimentality and emotionalism," Orlov has been very careful to make sure that his current employees have absolutely no scruples whatsoever. He has carefully picked them from hundreds of files of Soviet agents and freelancers.

Orlov was frustrated when he tried to bring back Rosa Klebb and Red Grant. These leading agents of the old SMERSH had already found new employment with TAROT and could not be enticed back. Orlov never pressed the issue with threats of extortion or elimination, he knows that SMERSH is no match for the might of TAROT — at least, not yet. Illych Krilencu, now working at a desk job for the KGB, also declined but stated he could be available for "interesting assignments." Orlov was further abashed when Francisco Scaramanga refused his offer to join.

Orlov had another problem with recruiting agents. Since the Politburo had severely limited the size of SMERSH, he could only officially have three active agents on record, Pimberton, Fedisov (whose backgrounds are given in this section) and Natasha Buhardin (who is described in the adventure at the end of this book). Just these three did not satisfy Orlov. Using the funds from his illegal activities, he began recruiting outside assassins. He would keep the assassins "on retainer" so they would be ready at any time to carry out missions for SMERSH.

There is the drawback that not all the assassins on the SMERSH payroll are doing it for home and country. Some are in it just for the money, which makes them a security risk.

Presented here are five of the top SMERSH assassins. You may create more, if they are needed. These five represent a cross-section of the type of people SMERSH is now using. After each background, there is a section describing the *Modus Operandi* (Method of Operating) of the SMERSH assassin. This section will describe how they handle assignments and give an idea for the general flavor of adventures involving that NPC.

SMERSH AGENTS

Peter Fedisov

STR: 9 **DEX:** 10 **WIL:** 12 **PER:** 9 **INT:** 9

SKILLS (SKILL LEVEL/PRIMARY CHANCE)
Charisma (5/17), Cryptography (7/17), Disguise (10/20), Driving (9/18), Electronics (10/20), Evasion (6/15), Fire Combat (12/21), Hand-to-Hand Combat (9/18), Interrogation (6/16), Local Customs (8/18), Piloting (6/15), Science (9/19), Seduction (6/14), Sixth Sense (8/17), Stealth (12/24)

ABILITIES: Connoisseur, First Aid, Photography

HEIGHT: 5'10" **SPEED:** 2
WEIGHT: 180 lbs **HAND-TO-HAND DAMAGE CLASS:** B
AGE: 36 **STAMINA:** 30 hours
APPEARANCE: Normal **RUNNING/SWIMMING:** 40 minutes
FAME POINTS: 65/120 **CARRYING:** 101-150 pounds
SURVIVAL POINTS: 8 **WEAPON:** Prussic Acid Sprayers

FIELDS OF EXPERIENCE: Chemistry, Computers, Football, International Law, Law, Microphotography, Political Science, Squash, Tennis

WEAKNESSES: None

IDIOSYNCRASIES: Very straight and proper, fanatical about the homeland

INTERACTION MODIFIERS: Reaction (−6), Persuasion (−2), Seduction (−3), Interrogation (0), Torture (0)

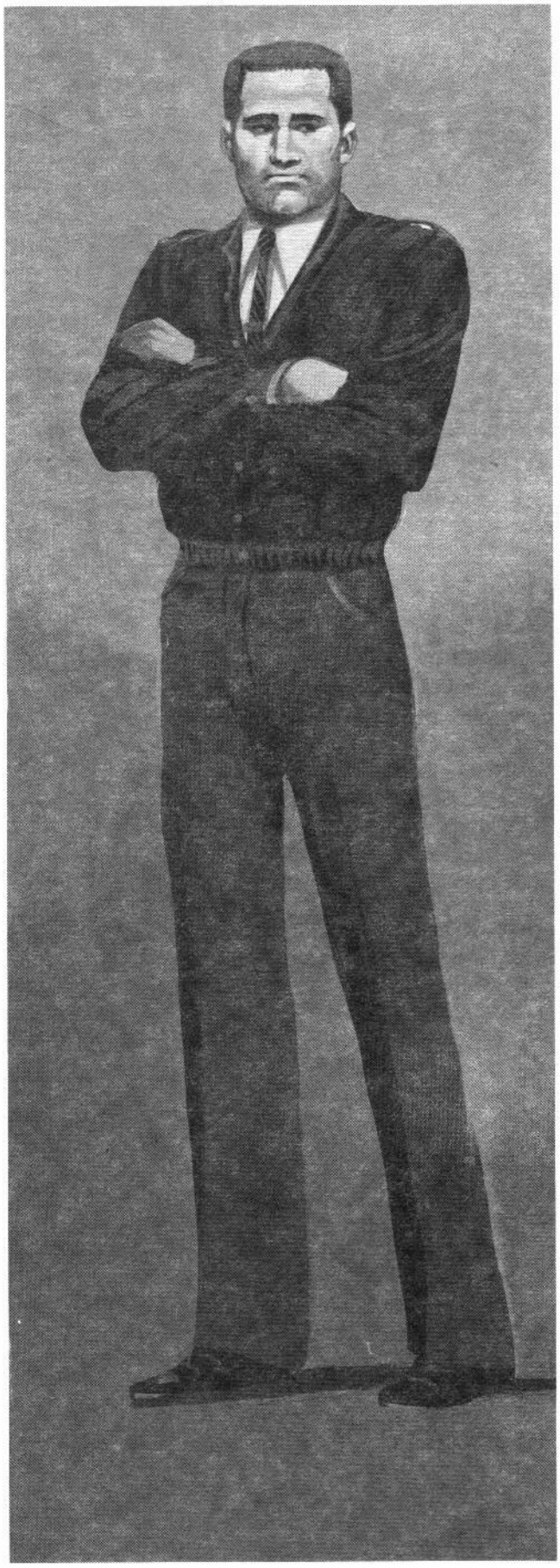
DESCRIPTION: Hair: blonde; Eyes: blue; Scars: small one on inside of right calf; Distinguishing Marks: None

BACKGROUND: Fedisov's background is not unique. He grew up in a small impoverished village in the Ukraine. His farmer father would often reminisce of fighting in the Russian resistance against the Germans during World War II and how the state triumphed over the Nazis. Fedisov's father was a strict patriot.

Fedisov's friend, an older boy named Enci, would tell him very different stories about how the state was oppressing the village and had strayed from the true teachings of Marx. His father's stories prevailed, though, and Fedisov grew up with fantasies about army life and joined as soon as he was old enough.

While the army life was not as glamorous as he was led to believe, it was better than his village, at least he was fed regularly and fairly well. Fedisov managed well in the army. He was not an independent thinker and adjusted well to the order imposed on his life by the service. Given an order, he would carry it out with precision and efficiency to the very letter. He never looked for assignments and was quite content to never rise in the ranks.

He would have been nothing more than a corporal if fate had not intervened. During a liberty in Kiev, he chanced upon a man searching through a body in an alleyway. When he investigated, the man tried to knife him. Fedisov reacted instinctively and killed the man by snapping his spine.



The victim on the ground regained consciousness in time to witness the killing. It turned out the victim was a KGB agent, and the dead man was an American C.I.A. agent who was trying to get some papers. Fedisov had killed his first foreign agent. He was glad to have been of service to the country that treated him so well, but did not care one way or the other about the killing.

The KGB agent got Fedisov's name and unit and submitted the name to his superiors. Fedisov was seen as an ideal candidate for the new SMERSH. His personality would preclude him taking any action in revenge or anger. He would kill only when ordered and whom ordered.

When he was being interviewed by Orlov, Fedisov was not interested until the general mentioned the pay and that the state would provide a place where he could live in relative luxury. Orlov, still sensing a reluctance in the young man, read his personality correctly and explained to Fedisov that he would have to stick to a rigid regimen of training. He would have very little time to himself. Fedisov agreed.

As a test, though, Fedisov was ordered to kill a threat to the state, a man whose writings were dangerous and causing disaffection among the local people and some troops. Fedisov immediately recognized the need for such a person to be eliminated and accepted the assignment. When Orlov told him that the target was his boyhood friend Enci, Fedisov did not even flinch. The safety of the state was more important than any emotional attachments he may have harbored.

Fedisov set off for home. The assassination was fairly straightforward, on the pretense of having to see Enci, Fedisov lured the writer to a secluded spot and shot him twice through the heart. Enci never even realized he was about to die. Fedisov then buried the body in a secluded space and returned to Orlov.

MODUS OPERANDI

Fedisov's method of dealing with Enci set the tone for all his kills. He lacks imagination and subtlety. Though he knows better than to gun down someone with hundreds of witnesses around, he is not so subtle as to try to bluff his way into the person's home on some pretext. Fedisov would rather break into the house at night, rush to the bedroom, shoot his target and then run off before any authorities arrive.

His methods are simple, but very effective.

Fedisov does not improvise well. Once he has a plan of action he must stick to it. Any deviation and he will retreat to think it out. If all else fails, he will report back for instructions.

Orlov is aware of Fedisov's limitations and plans to use the young man only for simple assignments. Orlov's main use for Fedisov is to parade him in front of the Politburo members as the typical active SMERSH assassin.

WEAPON: PRUSSIC ACID

Fedisov, a traditionalist at heart, is inordinately fond of the tried and true methods of the old SMERSH.

He prefers either a good pistol or prussic acid.

Prussic acid is preferred by SMERSH because it is dependably deadly. The informal description that putting a drop of prussic acid on the tongue of a dog will kill the man holding the leash is not too great an exaggeration. Any prussic acid that manages to get into a victim's mouth will cause death very quickly. The victim will fall unconscious immediately, with death following within three minutes.

The trick, though, is to get the victim to swallow the poison. It was found that spraying the poison into the face of a victim would guarantee ingestion. The natural reaction of opening the mouth in surprise when attacked would make an ample target for the spray.

To this end, SMERSH has devised a number of ways to hide the sprayers. They have come a long way from the rubber bulb concealed in the hand. The simplest device is a water pistol hidden under a newspaper or coat. This method lets the assassin get off a number of sprays in the victim's face. This method has been overused, and is thought to be ineffective against a wary target.

Poison sprayers can be hidden in just about anything. Fedisov's personal favorite is the sprayer disguised as a cigarette lighter. If he finds a victim who smokes, he merely offers to light their cigarette. When the person leans into the lighter to reach the flame, Fedisov sprays the poison. Another of his favorites is to conceal the sprayer in the spine of a travel book. Fedisov, posing as a hapless myopic tourist, asks directions, bringing the book up to face level to squint at it. The victim leans in to look over the book to be helpful, and Fedisov sprays his face.

In the game, the assassin using a disguised sprayer should get a Charisma roll to see how well he has put his victim at ease. The victim would then get a PER roll at an Ease Factor equal to twice the Quality Rating of the Charisma roll to notice the spraying device. If the PER roll is successful, the victim can automatically avoid the spray and combat can begin, if so desired.

If the PER roll is a failure, you should make a Sixth Sense roll for the victim at the same Ease Factor as the PER roll. If the Sixth Sense roll fails, the victim is dead. If the roll succeeds, the victim may try to avoid the spray by making a DEX roll at an Ease Factor equal to twice the Quality Rating of the Sixth Sense roll. If the DEX roll fails the victim is dead. If successful, he has avoided the spray and combat can begin, if so desired.

Since Interaction Skills do not work against player characters, this method would be used primarily when the characters are trying to put an NPC at ease.

Note: *Unlike animal poisons described in the* Q Manual, *there is never a STR roll given to the victim of prussic acid poisoning. The poison is so powerful and fast acting that a successful attack means automatic death.*

Fedisov also carries a Luger Parabellum, described in the basic game book.

George Pimberton

STR: 12 **DEX:** 12 **WIL:** 13 **PER:** 13 **INT:** 9

SKILLS (SKILL LEVEL/PRIMARY CHANCE)
Boating (8/20), Charisma (6/19), Cryptography (5/14), Demolitions (9/18), Disguise (4/13), Diving (7/19), Driving (10/22), Electronics (6/15), Evasion (10/22), Fire Combat (14/26), Hand-to-Hand Combat (13/25), Interrogation (5/14), Local Customs (2/15), Lockpicking/Safecracking (9/21), Mountaineering (4/16), Pickpocket (4/16), Piloting (7/19), Riding (4/17), Science (2/11), Seduction (10/9), Sixth Sense (10/21), Stealth (10/23), Torture (10/21)

ABILITIES: First Aid, Photography

HEIGHT: 5'11"	**SPEED:** 3
WEIGHT: 205 lbs	**HAND-TO-HAND DAMAGE CLASS:** B
AGE: 40	**STAMINA:** 30 hours
APPEARANCE: Normal	**RUNNING/SWIMMING:** 40 minutes
FAME POINTS: 50	**CARRYING:** 101-150 pounds
SURVIVAL POINTS: 7	**WEAPON:** Browning 1922

FIELDS OF EXPERIENCE: Football, Ice Hockey, Snow Skiing, Tennis, Toxicology, Water Skiing

WEAKNESSES: Claustrophobia

IDIOSYNCRASIES: None

INTERACTION MODIFIERS: Reaction (−6), Persuasion (0), Seduction (−1), Interrogation (0), Torture (−2)

DESCRIPTION: Hair: light brown; Eyes: brown; Scars: None; Distinguishing marks: Crescent shaped mole on left shoulder

BACKGROUND: George Pimberton is probably one of the most dangerous of agents in the espionage world, a man who turns against his native country.

The training of foreign agents to look, act and sound like natives is difficult, and there is always the chance that the agent will make a mistake and give himself away. In the case of a native born turning traitor, though, the danger of such a slip is eliminated. In addition, the inherent knowledge the traitor carries of the psychology of his fellow countrymen makes him a dangerous tool.

Pimberton's career began when he was a student of Political Studies at Oxford. Academically superior colleges and universities are prime recruiting grounds for intelligence agencies, and the M.I.6 recruiter at Oxford had his eye on Pimberton for some time.

Once approached, Pimberton took to the idea of being a secret agent with enthusiasm. He was taken to a safe house, where he and a few others were put through a battery of tests and interviews. The results of the tests revealed that, while Pimberton was brilliant, he had an ego which made him erratic and prone to taking foolish risks at the expense of others. For his age, Pimberton had a streak of adolescence as wide as the English Channel.

It was also discovered that once in the field, he would be likely to treat the espionage business as a game. As one interviewer put it, "Pimberton's attitude in the field would make 007's appear positively moribund and sober."

Pimberton was not accepted for formal training but was asked if he could act as an occasional consultant for M.I.6. Though he seemed to accept the decision with good grace, inside he was seething. He went home that night and brooded about the rejection. To assuage his own ego, he began creating a complex series of reasons for his dismissal. He knew he was smarter than the rest of the people tested, so he must have been rejected because the people from M.I.6 were jealous of his abilities and afraid he would show them up.

Of course, he knew, their petty, bureaucratic minds could never compete with his and so they had to make sure they would never come up against him. He even went so far as to imagine the decision coming down from the prime minister. He envisioned an expensive buff envelope from 10 Downing Street with a short note in it saying "Get rid of him, such a brilliant mind might topple all of Great Britain."

Though he realized he was exaggerating the situation to vent his hostility, Pimberton was inspired. He decided to use his talents against Great Britain.

He contacted the leaders of the Communist groups on the Oxford campus and began dropping hints of his availability. Eventually, he was approached and trained by the KGB to act as an agent/assassin in Great Britain. Since he was not trusted at first, Pimberton's initial assignment was to secure a teaching position at London University, keep his eyes and ears open and report anything of interest. Since he was in the midst of one of the most prestigious universities in the world, in addition to being on speaking terms with M.I.6, he was able to hear a lot of gossip.

One of his early coups was the discovery that a shipment of lab equipment was being sent from the university to Torquay on the southern coast. At the same time, one of the research chemists at the University was taking a holiday at Torquay. Both these occurrences might have been coincidence, but Pimberton also learned through his government contact that M.I.6 and M.I.5 agents were being assigned to some "baby-sitting job" on the south coast. With a little digging he discovered that an expert in light physics was also heading to Torquay. Pimberton reported all this to his KGB contact.

Within a week, the KGB staged a daring theft on a house in Torquay, and stole the notes and models for a new film emulsion and lens combination for spy satellites.

Over the years, the KGB's trust in Pimberton grew, so did the responsibilities they gave him. He was ordered to leave the university and say he was going on a sabbatical to write a book on the political and religious strife in Northern Ireland. This perfect cover masked his activities as an instigator to the Provisional Irish Republican Army (Provos) for the KGB.

Without revealing who he was working for and working under an assumed name, Pimberton gained the trust of the IRA leaders and began making "suggestions" on how they could get their message across in strong terms. These strong terms usually involved a lot of explosions, flames and blood.

On his own initiative, Pimberton began encouraging the IRA leaders to strengthen their links with their supporters in the United States. He even helped them make the contacts. When his superiors demanded an explanation for this behavior, Pimberton calmly explained that, if Great Britain thought that America was trying to undermine its authority, the relations between the two countries would weaken and perhaps sever. While his superiors were leery of Pimberton taking such aggressive steps, they could not deny the logic.

Such successful operations soon attracted official attention, and Pimberton found that M.I.5 had discovered the name he was working under. At the time, they did not have a face to go with the name but, Pimberton knew, it was only a matter of time.

Pimberton panicked for all of eight seconds before deciding he had to eliminate the M.I.5 investigator. His ego, though, would not be satisfied if he merely put a bullet through the agent. This was his first chance to strike a deadly blow to one of Her Majesty's representatives, and he was not going to waste it on anything so mundane as a back alley ambush.

Pimberton began leading the M.I.5 man on a merry chase. He deliberately dropped clues that steered the investigation in the wrong direction and led the agent into an ambush.

The trail took the M.I.5 man to an outdoor rock concert, where, he had been told, he would find his quarry meeting with a gun dealer from the Mediterranean. It was a perfect place to meet since the crowd would be absorbed in the music.

During the concert, thugs hired by Pimberton began starting brawls. Soon fights broke out throughout the grandstand. Undercover of the brawls, Pimberton stabbed the M.I.5 man in the back and pushed the dying agent into a crowd. The agent's death was considered the result of the riot, not a deliberate murder attempt.

The riot also served to embarrass Great Britain. The European papers had a field day with the pictures of the riot. They ran editorials describing British rock music fans as "barbarians" and expressing outrage that such a thing could happen in a supposedly civilized day and age. "Seven people," wrote the German papers, "died because the British were without honor that day."

Pimberton was pleased; General Alexis Gogol was not. Eliminating a threatening enemy agent was one thing, but deliberately causing the death of innocent civilians went against Gogol's principles. He had Pimberton pulled from his assignment while he considered what to do with the Britisher.

The incident did win the approval of Orlov, however. The general was impressed with Pimberton's "brilliant handling of the situation and his ruthlessness in dealing with an enemy agent." Before Gogol could put through the paperwork to have Pimberton tossed from the KGB, Orlov had him transferred to SMERSH.

Pimberton is still occasionally consulted by M.I.6 on matters of international politics and is often asked for his opinion on developments in third world countries. His friendly links with M.I.6 still provide an interesting bit of gossip now and again.

MODUS OPERANDI

Pimberton plays with his assassinations. They must be intricate and theatrical or they "just are not fun." Pimberton also likes to make his assassinations look like accidents and will go to great lengths to complete the illusion.

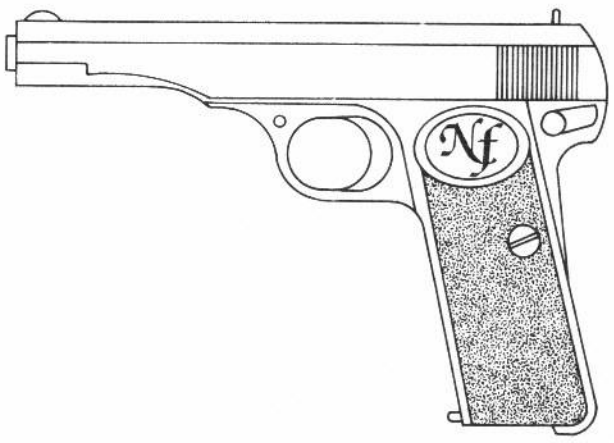
Pimberton is still living in Great Britain and, therefore does not take any assignments involving victims in that country. This is a common practice with assassins, since it gives them a safe haven. They attract no official attention from the local authorities and are left alone.

You will have to decide when to give the players the chance to find out that Pimberton is a SMERSH assassin. Once this happens, Pimberton will move his base of operations to another country, Morocco being his first choice, and continue his assignments from there.

WEAPON: BROWNING 1922

This automatic, manufactured by F.N. Herstal in Belgium, is the scion of the Browning 9mm 1910 described in the *Q Manual*. It has a larger clip capacity and a better range than its father. Its larger size makes it harder to conceal. The 1922 is used by police forces throughout Middle and Eastern Europe. The hammerless design makes it easier to draw than standard automatics and pistols.

Pimberton uses this weapon as a last resort, when his schemes to make his assassinations look like accidents fail, or in self-defense.



PM	S/R	AMMO	DC	CLOSE	LONG
+1	2	9	F	0-4	10-15

CON	JAM	DRAW	RL	COST
0	99	+1	1	300

Melody Valentine

STR: 7 **DEX:** 11 **WIL:** 14 **PER:** 9 **INT:** 8

SKILLS (SKILL LEVEL/PRIMARY CHANCE)
Charisma (12/26), Cryptography (6/14), Demolitions (3/11), Disguise (8/16), Driving (9/18), Electronics (2/10), Evasion (8/17), Fire Combat (10/20), Hand-to-Hand Combat (7/14), Interrogation (6/14), Local Customs (3/12), Riding (7/18), Seduction (8/21), Sixth Sense (9/17), Stealth (7/21), Torture (10/21)

ABILITIES: Connoisseur, First Aid, Photography

HEIGHT: 6'5"	**SPEED:** 2
WEIGHT: 128 lbs	**HAND-TO-HAND DAMAGE CLASS:** A
AGE: 28	**STAMINA:** 32 hours
APPEARANCE: Striking	**RUNNING/SWIMMING:** 45 minutes
FAME POINTS: 45	**CARRYING:** 101-150 pounds
SURVIVAL POINTS: 6	**WEAPON:** Compact Off-Duty Police

FIELDS OF EXPERIENCE: Board Games, Fine Arts, Golf, Jewelry, Rare Collectibles, Snow Skiing, Squash, Tennis, Toxicology, Water Skiing

WEAKNESSES: Greed

IDIOSYNCRASIES: None

INTERACTION MODIFIERS: Reaction (−3), Persuasion (−2), Seduction (−1), Interrogation (+1), Torture (0)

DESCRIPTION: Hair: blonde; Eyes: hazel; Scars: None; Distinguishing Marks: None

BACKGROUND: Melody is a product of her environment. She was raised in a rough neighborhood in Brooklyn, New York, where she either had to learn to use force or her looks to survive. She learned to use both very effectively.

As a teenager, she became the "main squeeze" of a local ganglord, a slow witted hulk who ruled through bashing in skulls. Melody knew that eventually he would be deposed or killed, which would put her in a very vulnerable position. Melody decided to do what she could to prevent this. Knowing that most men found her attractive, she secretly met and seduced rival ganglords and, once they had dropped their guard, killed them.

Melody had no qualms about her methods, and soon realized her talents could be applied in other, more profitable, ways. Melody hitchhiked across the country, usually accepting rides from men travelling alone who were no match for her seductive charms. Later, while they slept, she would take their cash and valuables and hit the road again. On the rare occasion when the men caught her at it she would try to win their sympathy with a sob story or, failing that, kill them with the switchblade she kept handy.

Just before she was going to rob him, one of her victims asked her to go with him on a cruise down to Mexico. Melody had never been on a cruise, so she agreed, she could always rob him later. While on the cruise, Melody found out that the man was travelling alone and had no close family left. He had no children, so, after his wife died, he sold the house, cleaned out his savings and went travelling.

Melody grew to like the man and even thought of arranging a marriage. While she was considering it, the decision was made for her. One night after a day of hot sun, rich foods, dancing and gambling, the man suffered a heart attack in bed and died.

Melody considered this a bother more than anything else. She mourned the lost income, and dreaded the thought of having to fill out all the paperwork. The official attention might land her in jail, if her past ever surfaced. Then she remembered she had never used her real name. She had spent most of the time wearing large sunglasses and never associated with the passengers, so no one could identify her.

The next day, when the boat docked at its first port of call, Melody went ashore with hundreds of other tourists and never came back. She took all the traveler's checks, money and jewelry with her. By the time the ship's crew finally discovered the body behind the Do Not Disturb sign, she was far away.

Melody had found her new career. She would roam the tourist cities finding lonely men with no families or close friends and connive to travel with them. During the trip, she would kill them, dispose of the bodies and belongings (over the side of a cruise ship is an adequate hiding place) and make off with their valuables.

By donning different disguises, Melody eliminated the chance of being identified. The disguises also helped her in enticing her victims. Sometimes, she would pass herself off as a foreign art student trying to get to America for a show. In one inspired moment, she pleaded with a man to help her get out of Morocco because she was going to be sold into slavery. One time in the Caribbean, she went so far as to don contact lenses, wig and false buck teeth to play a Iowan farm girl whose money was just stolen.

Discovery was inevitable, the only question was by whom. In Melody's case, the authorities never caught on to her, but a KGB operative who was following one of her victims saw her kill him and toss the body overboard. Thinking she might be an agent from another government, the agent began following her and soon uncovered her little scheme. When he mentioned her in a report, Orlov sent a personal agent to confront her.

At first, Melody was forced to work for SMERSH through threats and blackmail. Later, she came to realize that the pay was better and grew to enjoy the challenge of killing experienced agents rather than the lonely milquetoasts, who had been her original targets.

Melody lives under an assumed name in a New York penthouse. Like any experienced assassin, she never makes a kill in the United States for fear of even the smallest chance of discovery.

MODUS OPERANDI

Melody uses minimal disguises to lure her victims into a relationship. Her disguises may be so simple as a pair of glasses and a dowdy hair color, or, if she is feeling really capricious, she may indulge in a elaborate disguise such as her country hick outfit detailed above.

Of course, the players may become suspicious if every naive tourist they meet turns out to be Melody, so you should have them meet a number of civilian NPCs or even Friendly Secret Agents who fit the bill.

With her victim lulled into a sense of security she will make her move. During a hug or a kiss, she presses her gun against her victim and fires. This method leaves little doubt of making a fatal wound.

When Melody is trying to get close to a suspicious victim, she tries to lull her victim into complacency by using Persuasion or Seduction. Since these skills cannot be used by NPCs against player characters, any attempt by Melody to close in on a character would be role-played out. The following rules are provided if you allow use of these Interaction skills on player characters or as a guideline when player characters attempt to use this strategy on NPCs.

Use Persuasion if the victim is the same sex as the assassin, Seduction if the victim is the opposite sex. (All appropriate modifiers described in the interaction chapter in the *James Bond 007* Basic Game rules apply to these rolls.)

For Persuasion, consult the chart in the Interaction chapter to determine the result of the victim. For Seduction, the victim gets the WIL roll as described under that skill. If the Persuasion result was a "Y" or the victim fails the WIL roll to resist Seduction, the assassin is within ten feet and automatically gets initiative in Fire or Hand-To-Hand Combat because the victim is lulled into complacency.

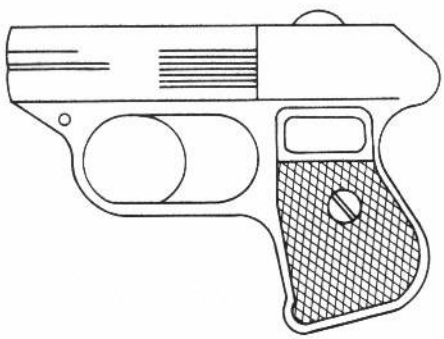
Even if the Persuasion result is a "?" or "N," or the victim made his WIL roll to resist seduction, you should determine how close the assassin moved towards the victim.

Note: *this procedure is equally effective if the player character is just trying to talk his way up to someone to disarm them or to engage in Hand-To-Hand combat. It does not have to end in Fire Combat.*

WEAPON: C.O.P. .357

The small size Compact Off-Duty Police belies the power of the .357 magnum bullets. The automatic was designed to be an easily concealable weapon with excellent stopping power that could be carried by off duty policemen. The gun does not use a clip. Instead, it has four barrels, each of which holds a round. The bullets are ignited by a rotating firing pin. The gun is reloaded in the same way a revolver is, by inserting the bullets separately, hence their Reload time is the same.

Melody adopted this weapon because she wanted a gun small enough to fit into her handbag, but powerful enough to stop any enemy. She is not too distressed about the limited ammunition. By using the method described above, she gets right up against the victim, pulls out the weapon and empties the gun into the victim. She figures that four .357 slugs at point blank range will stop about anyone.



PM	S/R	AMMO	DC	CLOSE	LONG
0	2	4	H	0-2	6-10

CON	JAM	DRAW	RL	COST
−2	99	+1	3	150

Dieter Morgen

STR: 9 **DEX:** 12 **WIL:** 13 **PER:** 10 **INT:** 14

SKILLS (SKILL LEVEL/PRIMARY CHANCE)
Boating (6/17), Charisma (5/18), Cryptography (12/26), Demolitions (6/20), Disguise (7/21), Diving (6/16), Driving (7/18), Electronics (7/21), Evasion (8/18), Fire Combat (14/25), Hand-to-Hand Combat (10/19), Interrogation (8/22), Local Customs (7/17), Lockpicking and Safecracking (5/17), Mountaineering (5/15), Pickpocket (6/18), Piloting (5/16), Science (3/17), Sixth Sense (12/24), Stealth (14/27)

ABILITIES: Connoisseur, First Aid, Photography

HEIGHT: 6'0"	**SPEED:** 2
WEIGHT: 170 lbs	**HAND-TO-HAND DAMAGE CLASS:** B
AGE: 58	**STAMINA:** 30 hours
APPEARANCE: Attractive	**RUNNING/SWIMMING:** 40 minutes
FAME POINTS: 125	**CARRYING:** 101-150 pounds
SURVIVAL POINTS: 12	**WEAPON:** H&K P7 M13

FIELDS OF EXPERIENCE: Computers, Forensics, Microphotography, Toxicology, Wargaming

WEAKNESSES: Close Personal Tie

IDIOSYNCRASIES: Always wears a pleasant smile, like a kindly father

INTERACTION MODIFIERS: Reaction (−6), Persuasion (−1), Seduction (−2), Interrogation (−1), Torture (0)

DESCRIPTION: Hair: grey/white; Eyes: light blue; Scars: one across palm of left hand; Distinguishing Marks: None

BACKGROUND: Morgen was very happily retired in a chateau in Baden-Baden with his daughter before necessity forced him to go to work for SMERSH.

For more than 35 years, Morgen was one of the finest freelance secret agents and assassins in the business. He worked for no specific government, preferring instead to do jobs for all of them. Unlike a lot of spies, Morgen did not fall into the business, nor was he blackmailed into it. He decided as a young man that there is always a need in espionage circles for civilians willing to do some courier work and assignments.

He knew no one even remotely connected to the intelligence community, so he made them come to him. He became a travel writer for a German publishing house. Since his legitimate work called for him to travel frequently he was a perfect candidate to be approached to act as a courier. He made sure he would be noticed, by becoming friendly with the embassy personnel wherever he went.

It did not take long for one of his "friends" in an embassy to ask him to take a package through customs. He agreed and, after a number of such missions, he gained a reputation as a reliable courier. During one of his meetings, his contact complained of a spy in Istanbul who was causing problems. The "company" couldn't do anything about it since all their men in the area were known. They needed to contract to an outsider. Morgen saw this as a chance to get deeper into espionage work and immediately volunteered.

There was very little chance the target would be alerted, since Morgen was not well known in Istanbul.

He was an invisible operative After studying the outside of the house, Morgen snuck in through a rear door and shot the man.

Morgen had a knack for espionage, but, unlike Pimberton, he always treated it like a business. He attributes his longevity in the business to this attitude. He never took failure personally nor did he ever kill or take an assignment for anything but money. Like Fedisov, above, Morgen is a tool, not the driving force. Unlike Fedisov, though, Morgen is highly intelligent and capable of improvising.

Because he works for different governments and treats espionage like a business, Morgen has never been the victim of reprisals. Since Morgen is never the man who chooses the target, killing him would be an act of futility rather than revenge. The ones who hire Morgen may be killed in retaliation, but he stays on the side, untouched. Also, he is too valuable a commodity to be eliminated. Every intelligence agency occasionally needs to use an independent operator, and Morgen is the most reliable and efficient. No one would kill such an asset.

Finally, Morgen retired to his chateau in the Black Forest with his teenage daughter. His needs were simple and he had enough money to get by. Then his daughter was involved in a car crash, leaving her paralyzed. The doctors say she will walk again, but it will take a lot of time and expensive therapy and treatments. Morgen's savings would not support such expenses, and he was forced to reactivate his career.

Morgen accepted Orlov's offer to be put on the SMERSH payroll because the money was good and he does not think he will be called upon to do much. He believes the official version, that SMERSH is only in the start-up stages. Morgen does not know of Orlov's plan to use SMERSH as a powerbase from which to expand his influence.

Morgen still does jobs for countries and agencies other than SMERSH. He keeps these assignments low-key since he is sure the Orlov is crazy enough to kill him for this "infraction."

MODUS OPERANDI

Morgen is incredibly methodical and precise. He may study a target for months before making his move. Morgen is very meticulous and always tries to kill just his target without killing anyone else.

Morgen will request a file on his victim and, using it as a springboard, start preparing a more detailed one on his own. He will ask questions about his victim until he has a complete profile. While this approach does make him efficient, it also may alert his victim.

Whenever an NPC or a player character begins asking questions about someone, there is a chance the person they are asking about may hear of their inquiries. Since informants are a very untrustworthy lot, you can use the following guidelines to determine if they squeal.

To get information, the inquiring NPC or player character must succeed at a Persuasion roll. The amount

of information obtained is based on the result of the Persuasion attempt.

For every Persuasion roll made, however, the person they are asking about should get a roll using Charisma. If the Charisma Quality Result is better than the Persuasion's, then the person has heard that someone is asking around about him. The roll could mean that the informant went to that person to tell him someone was asking after him, or the informant got more money from the person to talk.

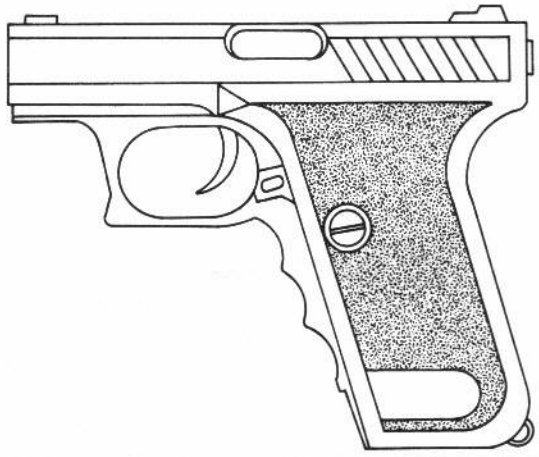
This can mean a lot of extra work when an NPC is asking after a player character, since you would have to determine the WIL of the informant. To save time, you can use the following shortcut. Compare the Quality Rating of the Persuasion roll against the player character's *Fame* on the Fame chart in the *James Bond 007* Basic Game book. On any "Y" result, the NPC has all the information he needs. A "?" or "N" result means that the information is incomplete and another Persuasion roll is made. As above, the character receives a Charisma roll for every Persuasion roll made.

WEAPON: H&K P7 M13

Morgen's weapons are usually the state of the art. The P7 M13 is the latest advance from Heckler & Koch. While most automatics must be cocked for the first shot, which takes time, or are cocked by pulling the trigger (which makes the mechanism more prone to jamming), the P7 M13 is the latest in "squeeze-cocking." When the lever in the front of the butt is depressed by the pressure of the firer's fingers, the interia-spring-driven firing pin cocks the gun for the first shot.

The "squeeze-cocking" device also acts as the safety. When the lever is released, the safety is on.

The hooked trigger guard adds stability to two handed firing and bestows a +1 Ease Factor modifier for Taking A Bead.



PM	S/R	AMMO	DC	CLOSE	LONG
+2	3	13	F	0-4	13-20

CON	JAM	DRAW	RL	COST
−2	99	+1	1	300

Sureyov Malak

STR: 9 **DEX:** 10 **WIL:** 12 **PER:** 12 **INT:** 11

SKILLS (SKILL LEVEL/PRIMARY CHANCE)
Boating (3/13), Charisma (7/19), Cryptography (8/19), Demolitions (4/15), Disguise (4/15), Diving (4/13), Driving (7/17), Electronics (5/56), Evasion (5/14), Fire Combat (8/18), Hand-to-Hand Combat (4/13), Interrogation (9/20), Local Customs (5/16), Piloting (7/17), Science (6/17), Seduction (7/16), Sixth Sense (3/14), Stealth (3/15)

ABILITIES: Connoisseur, First Aid, Photography

HEIGHT: 6'1"	**SPEED:** 2
WEIGHT: 195 lbs	**HAND-TO-HAND DAMAGE CLASS:** B
AGE: 29	**STAMINA:** 30 hours
APPEARANCE: Good Looking	**RUNNING/SWIMMING:** 40 minutes
FAME POINTS: 65	**CARRYING:** 101-15 pounds
SURVIVAL POINTS: 6	**WEAPON:** Turkish MKE

FIELDS OF EXPERIENCE: International Law

WEAKNESSES: Close Personal Tie

IDIOSYNCRASIES: None

INTERACTION MODIFIERS: Reaction (−4), Persuasion (+1), Seduction (0), Interrogation (−2), Torture (0)

DESCRIPTION: Hair: black; Eyes: dark brown; Scars: V-shaped scar on left side, lower back; Distinguishing Marks: None

BACKGROUND: Malak is a product of the highly profitable and dangerous world of opium growing in Turkey. Malak grew up in the city of Afyon in the Turkish province of the same name. Afyon has been the major center of opium growing for over a thousand years. In the center of Afyon, is a thousand foot rock spire on which is an ancient ruined castle called *Afyon Kara Hisar* (The Black Castle of Opium Mountain).

The climate and soil around Afyon are brutal. Food crops are almost impossible to grow in enough bulk to feed the villagers, much less maintain an economy. Even the most hardy of crops needs a dedicated farmer, willing to put in long hours and hard work. The opium poppy is a hardy crop and the Turks are dedicated farmers.

Malak's father was just one of the almost 100,000 farmers throughout Turkey who made their living growing poppy plants. Parts of the poppy plant provide cooking oil, leaves for salads, seeds and pods for baking and feeding livestock and material for thatched roofs. Some is grown legally and sold, by law, to the Turkish government, but over two-thirds is sold on the illegal drug market.

When the poppy plants are harvested, the farmers extract the opium gum. The gum is shaped into round loaves and stored then for the local collector. The collector then takes the gum on the smuggling pipeline to Munich, and finally to Marseille, where the opium gum is refined into morphine and heroin.

In recent years, the Turkish government cooperated with the United States government to crack down on the illegal opium trade by offering rewards to informants. One of the neighboring farmers in Afyon informed on

Malak's father for the reward. The neighbor had suffered a major crop loss and wanted to remove Malak's father from competition.

Malak's father was caught with 300 kilos of opium gum in the false bottom of his wagon and arrested. He put up a struggle and was killed. Malak was angry over his father's death and at the suffering of his mother and sister who no longer had a provider. The local collector wanted to make an example of the informant. He was about to bring in a professional assassin from Istanbul, when Malak volunteered to do the killing.

The informant was found a few days later, hanging by the neck from a rocky outcropping of *Afyon Kara Hisar.*

With his father gone, the farm fell into disrepair. Malak's mother was weak with grief over the loss of his father and his sister could not handle the gathering and storing of the gum by herself. They had no choice but to sell the farm for what they could and move on.

But the local collector liked the way Malak handled the informant and offered Malak a job as one of his enforcers. Malak's job would be to strike fear into the locals and keep them in line. For this, he would be paid handsomely and his family could live in comfort in Afyon.

Malak took to his new job eagerly, and became known as the master of the *bastinoe,* the whipping of the soles of the feet of a victim with a flexible rod or stick. The result, at best, is severe blistering; at worst, slashed feet. In either case, the victim is unable to walk for almost two weeks and will be hobbling for some months to come.

Malak was so impressive in his new position, that he was hired by the collector's contact in Istanbul. Here, his targets were honest men who would not honor the age old Turkish custom of *bakshish,* the the taking of bribes to look the other way. Occasionally, Malak would have to discourage or eliminate a member of the British Narcotics Board or the United States' Bureau of Narcotics and Dangerous Drugs. No corpse has ever been found and are thought to be feeding the fish in the Bosporus.

Ultimately, Malak was employed by KINTEX, the powerful criminal organization that controls the movement of morphine base through Bulgaria. He distinguished himself by making sure that smugglers who were not employed by KINTEX did not stay in business very long. Malak's reputation is the main reason that KINTEX became so firmly entrenched and feared, that no one operates without its blessing.

By being so efficient, Malak literally put himself out of a job. His strongarm tactics were no longer needed on a regular basis so he was taken off the KINTEX payroll, but kept on as a freelancer. Freelancing, though, did not give him enough income to keep sending money to his mother and sister in Afyon, so Malak became an assassin for hire.

Like Morgen, Malak does not kill for any sensual pleasure or sadistic quirks. Unlike Morgen, he is a "club-

over-the-head-and-toss-the-body-into-the-bay" type. He does not like to have a body lying around, since in most countries you cannot convict without the corpse.

Malak does not take on "personal" hits. He works for large organizations only. They can pay the most and offer the most help and protection if he is captured or in trouble. Malak also never kills a ranking member of an organization for whom he has worked. A lot of wealthy East European criminals sleep easier knowing this.

MODUS OPERANDI

Malak is simple, neat and straightforward. Usually his style is to locate the victim, tail him until he is alone and knock him out. He then breaks the unconscious victim's neck and tosses the body where it is least likely to be found.

Malak can be hired just to torture a victim. He has brought the science of *bastinoe* to a fine art and receives a +2 Ease Factor modifier whenever you decide he is Torturing using this method. Whenever a *bastinoe* torture attempt results in a Quality Rating of 4 or Failure, the victim incurs a Heavy Wound.

In your campaign, Malak can be used as assassin for any large East European or Middle East agency, cartel, terrorist group or Major Villain.

WEAPON: TURKISH MKE

Though by no means spectacular, this inferior copy of the Walther PPK has served Malak throughout his career.

PM	S/R	AMMO	DC	CLOSE	LONG
0	2	7	F	0-3	11-17

CON	JAM	DRAW	RL	COST
−1	98-99	0	1	200

Castenada

STR: 10 **DEX:** 8 **WIL:** 9 **PER:** 10 **INT:** 9

SKILLS (SKILL LEVEL/PRIMARY CHANCE)
Boating (5/14), Charisma (9/18), Demolitions (9/18), Disguise (7/16), Driving (12/21), Evasion (9/18), Fire Combat (12/21), Hand-to-Hand Combat (8/18), Interrogation (5/14), Local Customs (8/18), Lockpicking and Safecracking (3/11), Mountaineering (6/15), Piloting (7/16), Riding (7/16), Sixth Sense (6/15), Stealth (10/19), Torture (8/17)

ABILITIES: First Aid, Photography

HEIGHT: 5'8"	**SPEED:** 2
WEIGHT: 196 lbs	**HAND-TO-HAND DAMAGE CLASS:** B
AGE: 37	**STAMINA:** 28 hours
APPEARANCE: Good Looking	**RUNNING/SWIMMING:** 25 minutes
FAME POINTS: 85	**CARRYING:** 101-150 pounds
SURVIVAL POINTS: 9	**WEAPON:** Llama VIII

FIELDS OF EXPERIENCE: None

WEAKNESSES: Attraction to Members of the Opposite Sex, Superstition

IDIOSYNCRASIES: None

INTERACTION MODIFIERS: Reaction (−6), Persuasion (0), Seduction (+1), Interrogation (−5), Torture (+3)

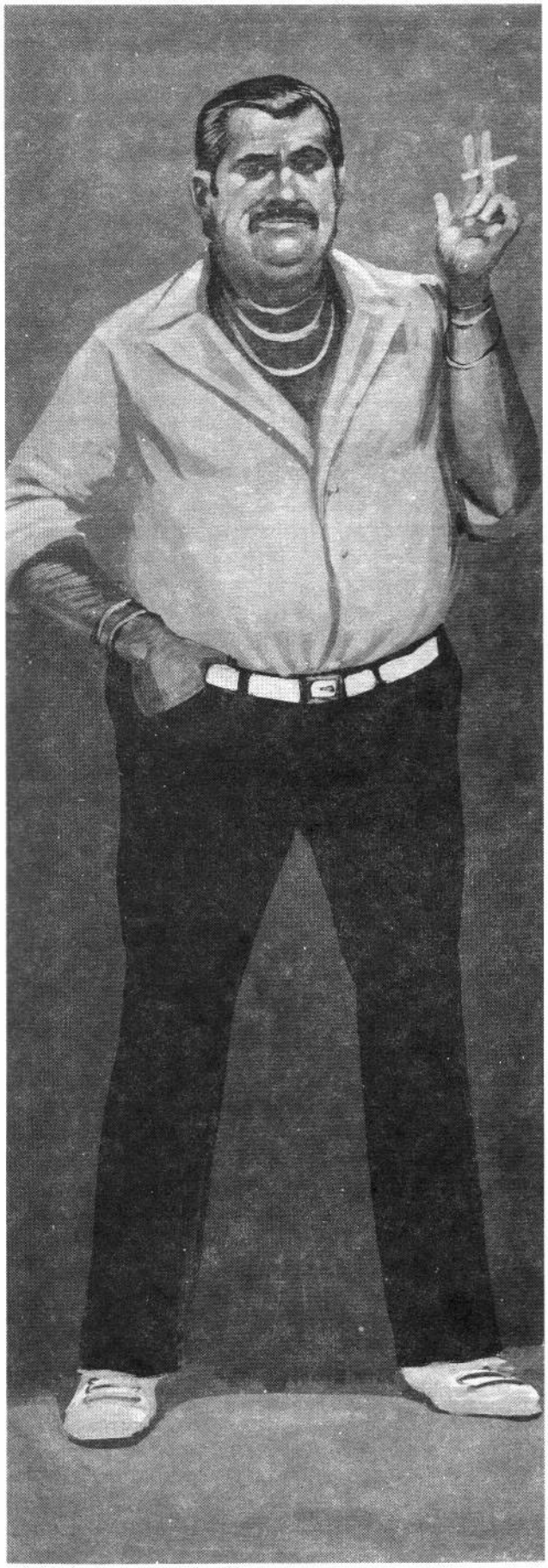
DESCRIPTION: Hair: black; Eyes: brown; Scars: None; Distinguishing marks: None

BACKGROUND: Castenada is a pseudonym for Raoul Raphael Tenero Dominguez de la Martinez who is the second son of an old Basque family in Spain. Castenada was always compared unfavorably with his elder brother, which explains his violent demeanor and childhood. Castenada was constantly fighting with his brothers and sisters and shaming his family.

Fortunately for Castenada, his cousin was a member of the *Euzdaki Ta Askatasuna* (Basque Homeland and Liberty). The ETA is the latest movement in the centuries old struggle for the creation of a separate Basque nation. This long struggle recently flared up when the Spanish government punished the Basque Provinces for not supporting the crown in the Spanish Civil War in 1936. Since its inception in 1959, the ETA has fought to establish a separate Basque Socialist State in the Pyrenees Mountains along the border between Spain and France.

When Castenada was 15, he discovered his older cousin, Esteban, was an active member of the ETA. Whether it was his cousin's tales of the glorious life under a Basque government, or just that he had found an acceptable outlet for his violent tendencies, Castenada enlisted in the ETA. It could have been an omen that in the same year Castenada joined the ETA, the Spanish government declared a state of emergency in retaliation to the many ETA acts of sabotage.

Castenada was an eager fighter but his comrades wondered whether it was for freedom or for his own amusement. Castenada's bombings and shootings would



always be more violent and destructive, than those executed by others. If the plan called for a bomb to be planted in a car, Castenada would always make sure the bomb was powerful enough to wreak havoc for at least 15 yards in any direction.

Realizing that his violent tendencies were looked upon with disfavor by his comrades, he began recruiting men who were as violent as he, soon they were assuming positions of power and command. The terrorist activities became more violent and less specific. Many who felt the ideal of achieving a Basque separatist state was no longer the ETA's goal left in disillusion.

In 1973, Castenada planned and participated in the ETA's most audacious act. The killing, by explosion, of Spanish Prime Minister Luis Carrero Blanco in December of 1973. Castenada was not among the 14 people arrested for the murder.

It was during this time that the ETA was contacted by the *Frente Revolucionario Antifacista Patriotica* (FRAP) an umbrella organization for extremist, left-wing groups. The FRAP requested training and help. The ETA loaned them Castenada.

By the time Castenada returned, the FRAP ideology clearly reflected his belief that violence is its own end. The FRAP became infamous for killing political and law enforcement personnel at random simply because they are considered "fascist pigs."

Eventually, King Juan Carlos formally forgave the Basque provinces for opposing the crown. He further declared the Basque language to be one of the official languages of Spain and that the Basque flag could fly alongside the Spanish flag. It is generally thought, though, that the King would have done this, and perhaps sooner, if the killings by the ETA were not done.

The ETA, though, did not stop their campaign of terror and have suffered a huge loss of popularity because of it. They have been active even up to June of 1985 when they took responsibility for the shooting and bombing deaths of several army and police personnel. One of the policemen died trying to defuse a bomb that would have blown up a department store endangering the 8,000 people in it.

Castenada had left the ETA in the late 70's. His encounter with the FRAP showed him that there was a market for a "terrorist advisor." For the next five years, he circled the globe instructing terrorist groups in demolitions, infiltration and smuggling techniques. He would never stay very long, just long enough to get his money and then move on.

Gradually, he began selling his talents in "one-shot deals" as he called them. The police called them "brutal acts of sabotage and assassination." Castenada's fees grew along with his notoriety and he grew to enjoy the luxurious life.

Currently he is enjoying the good life on his villa on Majorca, off the east coast of Spain.

MODUS OPERANDI

Castenada is hardly subtle. He thinks nothing of planting a bomb and causing wholesale destruction to kill his target. If Castenada is after a character or involved in an adventure, you should have a series of deadly booby traps for the victim.

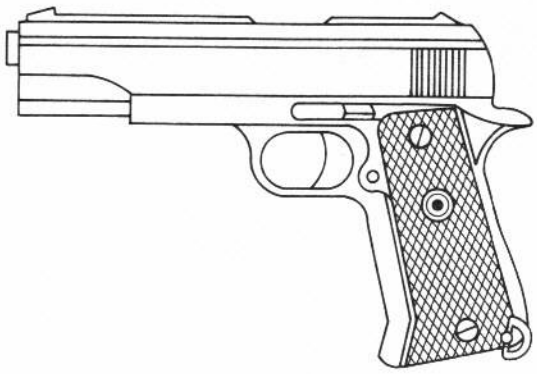
If the player characters involved are Rookie or low Agent rank, then you should find a way to warn them early on in the mission that their nemesis is Castenada to give them a fighting chance to find the many explosive devices Castenada uses.

Castenada acts brave, but will do anything to avoid getting too close to a victim. If he is captured, he will deny any wrongdoing vehemently and can endure long interrogations. However, he does not appreciate pain, and Torture does have an exaggerated effect on him (see Interaction Modifiers, above).

If captured, Castenada will attempt to escape and disappear into the terrorist network. He has contacts around the world and can get help in any major metropolitan city by making a successful Local Customs roll.

WEAPON: LLAMA VIII

This gun is the Spanish reproduction of the Colt Model 1911 A1 and has all the same Attributes. The only real difference is the addition of the ventilated rib along the top of the gun which was meant to give it a more elegant look. Castenada got the pistol off the first military man he killed and has kept it for "sentimental reasons."



PM	S/R	AMMO	DC	CLOSE	LONG
0	2	7	F	0-4	12-18

CON	JAM	DRAW	RL	COST
+1	99	0	1	200

Introduction

The Branded Man is a short adventure playable in two sessions. It can be played using one character of "00" or Agent level or two to three of Rookie Rank.

Note: *The information in this adventure is for the Gamesmaster's eyes only. Players should not read further. If any players have seen this adventure you will have to change some of the characters or settings in the adventure to make it a challenge.*

Unlike the *James Bond 007* game adventures previously published by Victory Games, Inc., the bulk of action in this adventure takes place on only one location, the passenger freighter *The Dawning Rose* with some action at the University of Edinburgh in Scotland.

Familiarize yourself with the mission. It is not necessary to memorize the adventure but you should be familiar enough to be able to locate information as you need it. You should read through the entire adventure twice before starting to run it. The first reading will be to gain an overall understanding of the adventure. The second time you should pick out the more important points and underline them or make notes in the margins.

Included in the adventure are descriptions of the major locations and the short descriptions of the Non-Player Characters.

Two props are contained on a Mission Sheet in the Mission Envelope. These props should be shown to the players as indicated in the adventure.

Briefings

PLAYER BRIEFING

M will treat this briefing in a most cursory manner.

"I've got an easy one this time. More a question of diplomacy than anything else.

"Dmitri Ivanovic," M will say opening a file, "a Russian author who is best known for his works praising the Soviet Union as a worker's paradise. Apparently, paradise has lost its charm, Ivanovic has indicated he wants to defect. He contacted the Americans, who were more than happy to say yes.

"As it happens, Ivanovic is attending a symposium at the University of Edinburgh being sponsored by the Socialist Student Society, of all things. The C.I.A. chose it as the defection point once they cleared it with us. They're handling all the arrangements, but they've asked us to provide some liaison people to keep an eye on things, and to make sure no toes are stepped on.

"The operation is being headed by Felix Leiter. You'll meet him at the campus. The C.I.A. has the whole thing planned out so you'll just be acting as observers. Just make sure the operation goes smoothly with a minimum of fuss. Since this is so simple, you'll have no need for any special equipment so you can leave immediately. That's all."

GAMESMASTER BRIEFING

There is more to the Ivanovic defection than M knows. Leiter will reveal to the characters that Ivanovic is smuggling an important manuscript, written by Nikita Varonov, out of the Soviet Union. The United States thinks the manuscript by the famous dissident would be a major propaganda coup.

The Soviets have learned of Ivanovic's defection, and the manuscript he is carrying. Orlov has convinced the Politburo that the manuscript must be retrieved, or destroyed, and an example made of Ivanovic. They agreed, and Ivanovic became the first target of the new SMERSH.

The assassination could not take place in the Soviet Union, since this would make Ivanovic a martyr. Instead, SMERSH would kill him at the university, where it would be an embarrassment to Great Britain and the United States.

The assassination should go off as SMERSH plans it. The characters should not be able to prevent Ivanovic from being killed, and the assassin should escape with the manuscript. On Ivanovic's body, will be a brand that, at first, appears to be an inverted capital "M." Actually, this symbol is the first letter in the Russian word *shpionam* or spy. The brand is used to mark the victim as a spy killed by SMERSH. However, only the characters will have a chance to recognize the symbol. Once the professor is dead, the C.I.A. will withdraw their forces and assume a low profile.

The characters will have no such restriction. In fact, if they call in for orders, M will order them to investigate, find the SMERSH assassin and bring him in. If SMERSH has been reactivated, M.I.6 wants "to have a word or two" with the assassin. The characters' discovery of the handwritten itinerary dropped by the assassin will lead them to *The Dawning Rose*. Once on board the freighter, the characters will have to uncover the identity of the SMERSH assassin.

Ivanovic's assassin is Natasha Buhardin (see **Non-Player Character** section for a complete description) who will be traveling as an American named Eden

Grant. How the characters can identify her is described in the adventure.

Of course, the freighter will be loaded with suspicious characters designed to confuse the characters. The characters will have to uncover the clues to determine who are the legitimate eccentrics and who is the SMERSH assassin. They will have to do this before they reach Helsinki, since Natasha is planning on jumping ship and meeting a Russian trawler before *The Dawning Rose* docks.

Non-Player Characters

The NPCs presented in *The Branded Man* Adventure differ in several respects from those in the *James Bond 007* Game. In addition to the characteristics and skills, the NPCs are given idiosyncrasies to help you role play them better and interaction modifiers that will help you determine how the NPC interacts with the characters.

The interactions modifiers are used in conjunction with the rules in the chapter "How to Interact with Non-Player Characters" in the *James Bond 007* Game. The Reaction modifier for each NPC is used when determining the NPC's initial Reaction to a character. The other modifiers (Persuasion, Seduction, Interrogation, and Torture) are cumulative with other modifiers applied to those forms of interaction. Since the interaction modifiers are meant to help you distinguish one NPC from another, you can alter or ignore them as you wish.

Note: *These modifiers apply only when a Player Character is performing interactions rolls on the NPC, never the other way.*

If the players question a very low Ease Factor because of one of these modifiers, you can tell them that the some aspect of the NPC's personality is involved ("She seems friendly"or "He appears moody and distrustful" or something similar). It is recommended that you not tell the players what specific interaction modifier is really being used. Note that, since most of these interaction modifiers are used in conjunction with others, you do not have to tell the players what modifiers you are applying to a roll.

Since there are no real Allies for the characters in this adventure, this section will be divided differently from other *James Bond 007* adventures. Instead the NPCs are divided into Major NPCs and Minor NPCs. The Major NPCs are given complete descriptions of the characteristics and skills. The Minor NPCs are obstacles or blind alleys for the characters to follow. Only their characteristics of WIL and PER are given along with a description. If you need further details for these NPCs, you can either make them up yourself or use the table indicated in the "How to Use Non-Player Characters" chapter in the *James Bond 007* Basic Game book.

MAJOR NPCS

NATASHA BUHARDIN (EDEN GRANT)

STR: 7 **DEX:** 10 **WIL:** 12 **PER:** 9 **INT:** 9

SKILLS (SKILL LEVEL/PRIMARY CHANCE)
Boating (7/16), Charisma (13/25), Disguise (8/17), Diving (8/16), Driving (9/17), Electronics (7/16), Evasion (9/17), Fire Combat (9/18), Hand-to-Hand Combat (9/16), Local Customs (10/19), Lockpicking/Safecracking (9/19), Pickpocket (9/19), Seduction (12/24), Sixth Sense (10/19), Stealth (10/22),

HEIGHT: 5'6"	**SPEED:** 2
WEIGHT: 120 lbs	**HAND-TO-HAND DAMAGE CLASS:** A
AGE: 31	**STAMINA:** 30 hours
APPEARANCE: Attractive	**RUNNING/SWIMMING:** 40 minutes
FAME POINTS: 45	**CARRYING:** 101-150 pounds
SURVIVAL POINTS: 5	**WEAPON:** Browning HP 1935

FIELDS OF EXPERIENCE: Board Games, Fine Arts, Jewelry, Microphotography

WEAKNESSES: None

IDIOSYNCRASIES: None

INTERACTION MODIFIERS: Reaction (0), Persuasion (−1), Seduction (−1), Interrogation (−1), Torture (0)

BACKGROUND: Natasha is the daughter of a Soviet military officer. She is fanatically loyal to the homeland, and considers her recruitment to SMERSH to be the highest of all honors. She was brought up to think of the state as her true heritage, and enlisted in the army at an early age, where her performance made her father proud.

Her father, who often shared an evening vodka with General Orlov, was even prouder when she was chosen to be one of the first operatives of the new SMERSH. She trained long and hard to qualify as an agent of SMERSH, and was finally accepted by Lebedev, Orlov and the Politburo.

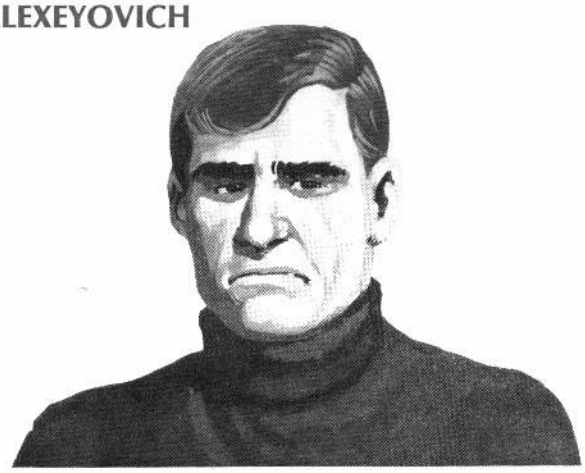
Natasha is also ambidextrous, capable of using her left and right hands equally well. This ability has no effect on her Hand-To-Hand or Fire Combat skills. It only means she can write with her left and right hands. She usually uses her left as can be seen by the itinerary she wrote out. This schedule can be found on Ivanovic's

body by the characters. In his dying moments, Ivanovic grabbed at Natasha and tore her coat pocket, grabbing the note at the same time. In her haste, Natasha will not realize her coat was ripped.

If Natasha recognizes the characters, she will realize the only way for the characters to have traced her was through the lost list. Realizing who the characters are, she will attempt to gain their confidence by posing as an innocent passenger. She is traveling under a false American passport under the name Eden Grant. Her cover is as a young Hollywood starlet who is getting away from the rush of her industry.

She will write with her right hand throughout the voyage until the night before she is planning on jumping ship, if the characters are close she may forget and use her left hand (see "The Bar Tab" under **Encounters** below.)

ALEXEYOVICH



STR: 7 **DEX:** 7 **WIL:** 10 **PER:** 8 **INT:** 8

SKILLS (SKILL LEVEL/PRIMARY CHANCE)
Boating (7/14), Cryptography (7/15), Disguise (9/18), Diving (6/13), Evasion (6/13), Fire Combat (6/13), Hand-to-Hand Combat (7/15), Local Customs (6/14), Lockpicking/Safecracking (5/12), Stealth (6/16)

HEIGHT: 5'8"	**SPEED:** 1
WEIGHT: 140 lbs	**HAND-TO-HAND DAMAGE CLASS:** A
AGE: 41	**STAMINA:** 28 hours
APPEARANCE: Normal	**RUNNING/SWIMMING:** 25 minutes
FAME POINTS: 30	**CARRYING:** 101-150 pounds
SURVIVAL POINTS: 3	**WEAPON:** Beretta .25

FIELDS OF EXPERIENCE: None

WEAKNESSES: None

IDIOSYNCRASIES: None

INTERACTION MODIFIERS: Reaction (0), Persuasion (0), Seduction (+2), Interrogation (+3), Torture (+5)

BACKGROUND: Alexeyovich is a low level KGB agent who has been working as a cabin steward on board *The Dawning Rose* for about a year. His position allows him to report on anyone he recognizes and lets him work as a courier. He has been informed about Natasha's escape route and has been ordered to keep an eye on her. If she is getting into trouble, he will try to help her, but he will not blow his cover unless she is in mortal danger.

Alexeyovich has found that he can get more information if he appears shady. He will, therefore, take a bribe, but it will not change his loyalties. If the characters are looking to bribe a steward, you can make Alexeyovich an attractive candidate. He will pretend to carry out all orders given to him by the characters, but will not betray Natasha to them.

MINOR NPCs

ILLYCH STOK

CHARACTERISTICS: **WIL:** 6 **PER:** 5

HEIGHT: 5'7"
WEIGHT: 140 lbs
AGE: 50
APPEARANCE: Good Looking

WEAKNESSES: Close Personal Tie

IDIOSYNCRASIES: Very nervous, eyes constantly darting back and forth

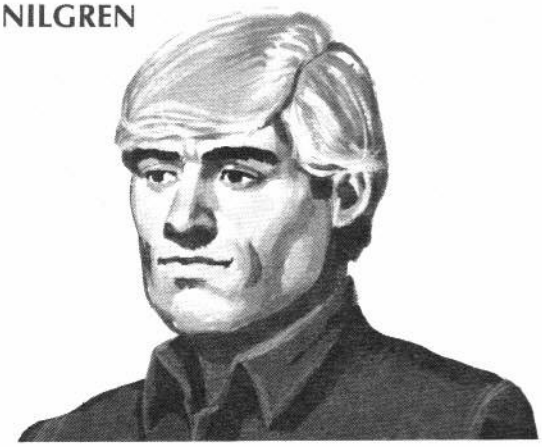
INTERACTION MODIFIERS: Reaction (−3), Persuasion (−3), Seduction (−5), Interrogation (−1), Torture (0)

BACKGROUND: While Stok should act suspicious during the trip and is obviously Russian by his name and accent, he is harmless to the characters. Stok escaped from behind the Iron Curtain six years ago. During that time he has worked for nothing else except getting his wife and children out to join him. He is on his way to Helsinki to make a deal with some freelance agents who will get his family out for a price.

Stok is smuggling the equivalent of $30,000 to pay the agents who will help him so he is understandably nervous. He will not be very communicative and all his attempts to go unnoticed only serve to draw attention. The characters should occasionally see Stok skulking about the corridors of the ship. He is actually pacing with worry.

Use the Civilians Table to determine his characteristics and skills.

ERIK NILGREN



CHARACTERISTICS: **WIL:** 5 **PER:** 4

HEIGHT: 5'11"
WEIGHT: 162 lbs
AGE: 25
APPEARANCE: Attractive

WEAKNESSES: Attraction to Members of the Opposite Sex, Dependence on Drugs, Greed

IDIOSYNCRASIES: Very jolly when he is high, surly when he is straight

INTERACTION MODIFIERS: Reaction (0), Persuasion (0), Seduction (+3), Interrogation (−4), Torture (+4)

BACKGROUND: Nilgren is delivering five kilos of pure cocaine to his cousin Lars, who distributes it in the hotel where he works. Nilgren is also carrying about $15,000 worth of krone notes in a money belt. Nilgren is a hearty soul whenever he snorts cocaine. He becomes jovial and outgoing, sometimes drinking too much on top of the cocaine which makes him a emotional quick change artist. One moment he may be putting his arm around the characters and inviting them to a private party; the next he may turn surly and mean, claiming the characters have insulted him. He may even pick a fight.

When he is straight, Nilgren is reclusive and sullen until his hangover passes. Then he goes back into the same cycle of snorting and drinking.

In this adventure, Nilgren can either be used as a suspicious character, or someone who muddles the way for the characters. If any player characters are female, they will become a target for Nilgren's amorous advances. If Nilgren discovers the characters are armed, he will try to kill them thinking they are narcotics agents. Nilgren is carrying a Browning HP 1935 in his suitcase.

Use the Shady Contacts Table to determine his characteristics and skills.

BERNARD WILLIAMS

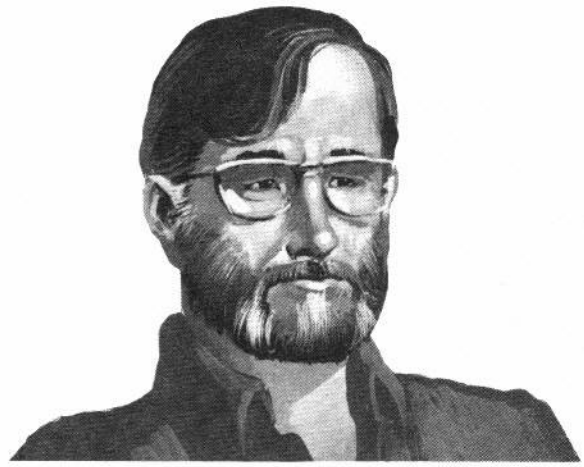
CHARACTERISTICS: **WIL:** 6 **PER:** 7

HEIGHT: 5'10"
WEIGHT: 185 lbs
AGE: 36
APPEARANCE: Good Looking

WEAKNESSES: None

IDIOSYNCRASIES: Arches his left eyebrow whenever he is puzzled or thinking

INTERACTION MODIFIERS: Reaction (+2), Persuasion (0), Seduction (+4), Interrogation (+5), Torture (+6)



BACKGROUND: Williams will be all over the ship asking questions and taking notes. Though he may be taken for a bureaucratic official, he has none of the small-mindedness associated with civil servants. He is actually a writer of espionage novels under the pseudonym Simon Roberts.

He is planning a new novel which includes a scene where his protagonist travels on a passenger freighter while trying to uncover the identity of an enemy agent. To get the realism his novels are known for, he is taking the journey and taking copious notes and photos around the freighter. He can occasionally be found acting out bits of business he plans for the novel. For example, he may be seen by the lifeboats acting out a fight and seeing how fast he can cut the lines on the lifeboats with an imaginary knife. This sort of rehearsal may be exactly what the SMERSH assassin would do to time his escape.

If he is quizzed on his activities, he will become defensive and quiet since he does not want anyone to know he writes the novels.

Use the Civilians Table to determine his characteristics and skills.

ROGER CORLIN

CHARACTERISTICS: **WIL:** 6 **PER:** 7

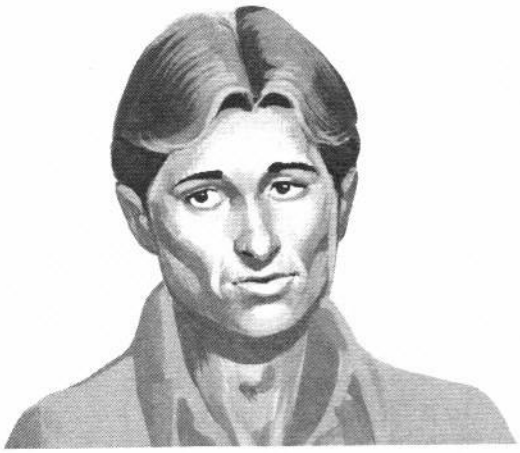
HEIGHT: 6'1"
WEIGHT: 180 lbs
AGE: 34
APPEARANCE: Attractive

WEAKNESSES: None

IDIOSYNCRASIES: None

INTERACTION MODIFIERS: Reaction (0), Persuasion (0), Seduction (−1), Interrogation (−3), Torture (0)

BACKGROUND: Corlin is a thief. He can be seen prowling the ship after hours. If caught he will explain that he doesn't sleep well and a brisk walk helps him get back to sleep. He can be seen listening at keyholes and may be caught trying to break into the cabin of Lisa Monkton Redman (below).



Corlin's activities should invite the characters' suspicions. He is a smooth talker and will try to bluff his way out of any situation. He is not armed.

Use the Shady Contacts Table to determine his characteristics and skills.

LISA MONKTON REDMAN

CHARACTERISTICS: WIL: 5 **PER:** 4

HEIGHT: 5'5"
WEIGHT: 114 lbs
AGE: 28
APPEARANCE: Striking

WEAKNESSES: None

IDIOSYNCRASIES: None

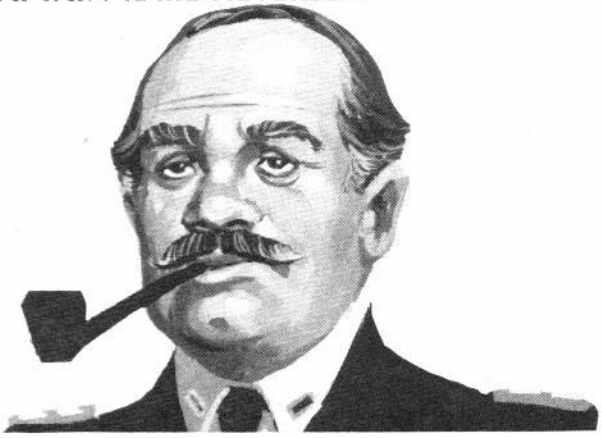
INTERACTION MODIFIERS: Reaction (−2), Persuasion (−3), Seduction (−4), Interrogation (+3), Torture (+4)

BACKGROUND: Lisa is traveling to get over her divorce. She is the daughter of Lewis Monkton, a trucking millionaire in the United States. While she could afford a suite of cabins on any luxury liner, she chose to travel on *The Dawning Rose* because she wanted to be away from crowds of people. She is going to stay with friends in Helsinki.

Lisa is carrying a fortune in jewelry, part of the settlement from her divorce. She will not be wearing it onboard, but knowing its value she will be very particular who she lets into her cabin. She should always appear preoccupied and will try to shun any contact. This reclusiveness will make her very mysterious and a definite suspect.

Use the Civilians Table to determine his characteristics and skills.

CAPTAIN KARL HEVERSEN



CHARACTERISTICS: WIL: 9 **PER:** 7

HEIGHT: 6'0"
WEIGHT: 195 lbs
AGE: 55
APPEARANCE: Normal

WEAKNESSES: None

IDIOSYNCRASIES: None

INTERACTION MODIFIERS: Reaction (0), Persuasion (−4), Seduction (−4), Interrogation (−2), Torture (0)

BACKGROUND: Like all captains, Heverson is very protective of his ship and crew. Since the ship is registered out of Helsinki, he will not recognize the characters authority, if they try to order him about. If any trouble occurs, short of murder, he will wait to report it until the ship reaches Helsinki.

Use the Civilians Table for Heversen's characteristics and skills.

Edinburgh University

The Edinburgh portion of this adventure should not take too long to play. Since the characters are merely observers, they will have no chance to stop the assassination of Ivanovic. In fact, discovering how the security is breached is not part of the adventure and, if the characters waste too much time on this, you should direct them to *The Dawning Rose.*

Founded in 1583, beside Edinburgh castle, the University of Edinburgh is one of the largest universities in Great Britain. Science Facilities are contained in the King's Buildings, while about three-quarters of a mile away are the buildings of the Old College and George Square. The University is highly picturesque, with the old buildings and the castle all within sight, and the

Walter Scott Monument and the Floral Clock in the nearby Princes Street Gardens.

Ivanovic will be speaking in the main lecture hall of David Hume Tower.

CONTACTING FELIX LEITER

The characters will have no trouble contacting Felix Leiter. He is making no attempt to hide himself. He will describe the college for the characters and outline his plan to get Ivanovic away.

The professor is scheduled to deliver three lectures during the literature conference. Afterward, the professor will be whisked from the podium to a waiting closed van. The van will then head for the airport where a disguised Ivanovic will be put on a jet heading for Washington D.C. As Leiter will put it, "an A-B-C job, no trouble, no sweat."

Leiter will also inform the characters that the mission is more than they have been told. "This information wasn't supposed to be shared with the brotherhood, but I'm not about to leave allies hanging out in the wind. There's more to this than just a defecting author. You ever hear about Nikita Varonov? Didn't think you did.

"Varonov is a colleague of Andrei Sakharov, the Soviet dissident author. Word is that he makes Sakharov look like a third rate hack, and has a worse opinion about the Soviet Union than five Sakharovs. That's why no one has ever heard of him, his writing has been so inflammatory that the Kremlin has suppressed them all.

"Apparently it was Varonov who convinced Ivanovic to defect just to get one of his manuscripts out of the Soviet Union. Varonov says he has to stay behind in order to continue the good fight. The manuscript is supposed to be a real scorcher. We want it. It's Ivanovic's ticket to the our side.

"I'm telling you this so you'll be ready. Moscow doesn't want us to have that manuscript and we think they're going to try to intercept it. That's why we've got so many men assigned to this simple defection."

If the characters wish, Leiter will take them on a tour of the campus, showing them the various buildings and the security measures he has taken. Leiter has stationed an agent on every entrance to the campus. Every building Ivanovic goes into and out of will be sealed off by Leiter's men. The professor is completely protected. If anything happens, there will never be a C.I.A. agent more than 15 seconds away.

Leiter has had some contact with Ivanovic, but they are trying to remain inconspicuous in case any KGB people are watching. Everything, he will assure the characters, is under control.

Leiter has never been more wrong.

IVANOVIC'S ASSASSINATION

About 30 minutes before his lectures are scheduled to begin, Ivanovic will enter David Hume Tower and go to a small room near the lecture hall, where he will assemble his notes. Leiter will invite the characters to join him at the back of the lecture hall so they can observe the audience. This way, they can stop any audience member who tries to kill Ivanovic while he is lecturing.

Shortly before the lectures are about to begin, the characters should get a PER roll (−4 Ease Factor Modifier) to notice wisps of smoke coming from the door near the lectern. Within one round, the fire alarm will sound and the crowd, after a moment of stunned hesitation, will start heading for the exits.

Leiter, followed presumably by the characters, will attempt to make his way through the lecture hall to the door and through the now dense smoke. The surging crowd will impede Leiter and the characters' progress.

The time it takes them to get through the door will not matter since Ivanovic was dead before the fire and alarm were set off by Natasha Buhardin. The ensuing confusion covered her escape. Natasha squirted Ivanovic in the face with prussic acid from a water pistol. Then, as Ivanovic was dying she used a small electronic brander, about the size of a paperback book, to burn the Russian letter into his hand.

The fire, set more to produce smoke than damage, can be easily controlled by grabbing a chemical extinguisher off the wall and spraying the flames. Once the fire is out, the characters and Leiter will have a chance to survey the scene.

Outside the door to Ivanovic's waiting room is the body of a C.I.A. man. Inside the room is the dead body of Ivanovic. (You should show the players the illustration on page 29.) The illustration clearly shows the brand on the back of Ivanovic's right hand. Any player so familiar with the Bond mythos that he can identify this as the mark of SMERSH should receive an Experience Point bonus at the end of the evening's play. If no player can identify the brand, then each character should receive an INT roll. Any success means that characters identifies the brand.

The brand, which looks like an inverted "M" is actually a Cyrillic letter. It is the first letter of the Russian word *shpionam* or spy.

On the floor next to Ivanovic is an incongruous object which should intrigue the characters. It is a water pistol, but it is not loaded with water. Any character investigating the water pistol should get a Science roll (+1 Ease Factor modifier) to identify the substance in the toy as Prussic Acid. The same substance dots the professor's face and the face of the dead C.I.A. agent.

To announce its return, SMERSH has revived an old method of assassination. You may tell the players of the Khokhlov and Stashinsky incidents from the history of SMERSH in the beginning of this booklet. The water pistol is just a new twist to this traditional method of assassination.

Grasped in Ivanovic's left hand is a piece of cloth, ripped from the coat of the assassin by Ivanovic in his death throes. The fabric is from a water-repellent coat, like a trench coat. Also in the hand is the crumpled writ-

ten itinerary the assassin had in her pocket. After a few quick calls, the characters will learn that *The Dawning Rose* is a passenger freighter of Norwegian registry scheduled to depart from Newcastle in a few hours. Newcastle is about 75 miles from Edinburgh.

Note: *At this point, there is no way for the characters to discover that the assassin was a woman. There is no time to have any scientific tests run on the pocket before* The Dawning Rose *leaves port. If the characters call M.I.6 requesting any help, they will be ordered to get aboard the freighter before it leaves. If they argue they can always fly and meet it at its first port, you, as M, can remind them in your coldest voice that perhaps the assassin plans to get off at the first port of call and the characters will miss him. (Even though the assassin is a woman you should continue to use the nonspecific "he" or "him" at this point in the adventure.)*

The Dawning Rose

The characters will have no trouble booking passage on *The Dawning Rose.* At this time of year, there are not too many people willing to brave the autumn winds as the freighter makes its way across the North and Bering Seas.

The attractions of travelling by freighter guarantee there will always be passengers. Freighters have no deck games or recreational directors so passengers are left to their own devices and their own privacy. This is considered by many to be a godsend. Those in the public eye, and those who would rather avoid any official interest, appreciate the anonymity. This explains the wide variety of people travelling on *The Dawning Rose.*

The Dawning Rose will leave Newcastle port at 3:00 P.M. on Tuesday, October 3. It will arrive at Helsinki after a non-stop voyage at 11:00 A.M., Saturday, October 7.

MAIN DECK/BRIDGE

Wheelhouse: The bridge of *The Dawning Rose* is actually a number of cabins each with its own function. The wheelhouse itself contains the wheel, depth sounder, weather station, controls to send orders to the engine room and an intercom panel that communicates with every part of the ship. There is always one deck officer on duty with two crewmen. During times of inclement weather, storm or fog, there may be as many as three officers keeping watch with some crewmen stationed on the forecastle to keep watch for other vessels.

Navigation: In an alcove off the wheelhouse is the navigator's station, often the duty officer will double as a navigator but during a storm a separate officer is always checking the position of the ship. There is a large table where the navigator can spread out his charts and maps. While every navigator at sea can shoot the stars using a sextant, they usually rely upon the Satellite Navigation System to pinpoint their position. (A full description of the SNS can be found in the *Q Manual* supplement.)

Radio Room: There is at least one radio operator on duty 24 hours a day. There is usually a cabin boy assigned here to deliver messages that may come in. The radio is the only way for passengers to contact any shoreside number or facility. The requesting passenger fills out a request slip and the radio operator puts through the calls on a first come, first served basis. If there are a lot of passengers making calls there may be a long wait, in which case, the passenger can return to his cabin and the radio operator will call on the cabin phone when he has placed the call.

Radar/Sonar: While the idea of a collision between two ships in millions of square miles of empty sea seems almost impossible, it happens too often for any ship's captain to take lightly. So there is at least one crew mem-

ber for both the radar and the sonar screens.

Offices: The captain and the deck officers need a place to keep their records and go about their business. *The Dawning Rose,* unlike other ships, gives the senior officers their own office rather than make their cabins double as work spaces. The captain, due to his station, gets the choicest office with the First Officer getting second choice and Second, Third and Fourth, if there is enough space, each getting one of declining luxury.

The offices are furnished in the traditional spartan manner. There is a metal desk and chair with two more chairs across from the desk for visitors. The captain and the First Officer have four drawer filing cabinets while the lesser officers make do with smaller cabinets or only a drawer.

"A" DECK

Cabins: The rooms marked A followed by a number are the passengers' cabins. The rooms are comfortable but not opulent. Each has a permanent bunk with a hinged bunk above it so it can be swung down to make an upper bunk. Each cabin has a three-drawer chest attached to the bulkhead across from the door. Next to each door in a small table, also attached to the bulkhead, and a chair. There is a mirror screwed into the bulkhead over the table. The bathroom of each cabin has a sink, toilet and shower but no bathtub. Stewards replenish the towels daily and do some light cleaning.

Each cabin also has a phone next to bed. The phone connects only with the head steward to let the passengers order food or have an errand run. Any calls going ashore must go through the radio room (see above).

Dining Room: The long dining tables have eight chairs; three on each side, one at each end. Even though the eating arrangements are communal, the attentive staff give as much personalized attention as possible.

Both the passengers and the crew use the same dining room, so there is a strict schedule for the serving of meals. The crew's breakfast is served between 6:00 and 7:30, lunch is from 10:30 to noon, and dinner for the crew is from 6:00 to 7:30 in the evening. The passengers can have breakfast from 8:00 until 10:00, lunch from 12:30 to 3:30 and dinner from 8:00 until 11:00. This schedule gives the kitchen staff a chance to clean up and prepare. The head kitchen steward is a stickler for cleanliness.

Passengers can, if they wish, have their meals sent to their cabins and snacks are available 24 hours a day through cabin service.

Galley: The galley of *The Dawning Rose* would come as a surprise to people who are used to old movies. There are no large, battered pots hanging from the sealing, no cook with rolled up shirt sleeves, tattooed arm and a dangling cigarette with ash threatening to swan dive into the watery soup.

Oleg, the head kitchen steward, has worked in fine restaurants and knows the value of cleanliness. The galley is a modern aluminum kitchen that is kept sparkling. The galley crew are required to give the galley a thorough cleaning between the preparing of each meal. All the pots are scrubbed before Oleg lets them be used, and he personally inspects the kitchen before the cooks go to work.

Crew's Quarters: The cabins for the crew are almost identical to those for the passengers, but there are always at least two crewmembers per cabin.

"B" DECK

Lounge: There is no glittery dance hall or casino on board *The Dawning Rose.* Instead, passengers are left to their own devices. The lounge gives the passengers a central meeting room where they can meet and socialize.

The sides of the lounge are lined with comfortable sofa-like chairs with floor-bolted tables to hold drinks. During calm seas, the crew places out chairs in order to allow people to sit opposite the sofa. During severe weather, when these chairs might slide or topple, they are stored away.

The room has four tables that can be used for playing bridge or any other card or board game. There are also four smaller tables with inlaid boards for playing chess or checkers. The lounge features a stereo against the aft bulkhead. The motion of the ship at sea prohibits the playing of records. A wide selection of cassette tapes are available, with music ranging from modern dance music to big band to quiet mood music. There is no radio on the stereo since it might interfere with the functioning of the ship's radio. There is a ten by ten patch of wood flooring that serves as a dance floor.

Against the forward bulkhead is a wet bar that has a decent selection of wines and spirits. While it cannot provide a vintage wine or a bottle of Pimm's or some other exotic liquor, the bartender can make everything from a good dry martini to a Singapore Sling.

Stores: In this area are the various food equipment lockers. The meat and fruit and vegetable lockers are refrigerated.

Engine Room: This large area houses the engines for *The Dawning Rose.* From B Deck, one enters onto a raised walkway. Off the walkway, spare parts are stored in the Baler's shop and Machinists shop. Also, small machines and devices that can be carried are brought here to be repaired.

From the walkway, a set of steps or a number of ladders lead down to Deck C where the engine crew works to maintain the engines, stabilizers, pumps and electrical generator for *The Dawning Rose.*

Encounters

The following encounters can be used by you during the course of the adventure. You may decide which ones to use before starting the adventure or decide dur-

ing play. Some have been mentioned earlier in the adventure

The Break-In: Corlin will attempt to steal Lisa's jewelry on the third or fourth night out. By this time, the characters should have already encountered Corlin and, perhaps, found the burglar tools hidden in his suitcase. Corlin will have to lure Lisa out of her cabin and pick the lock to get in. If Lisa has become friendly with the characters, Corlin will forge a note to her asking her to meet the characters on deck. When she discovers the theft, she will confront the characters with the note, and demand the return of the jewels, threatening to report them. The characters, not wanting to blow their cover, will have to try to get back the jewels and placate Lisa.

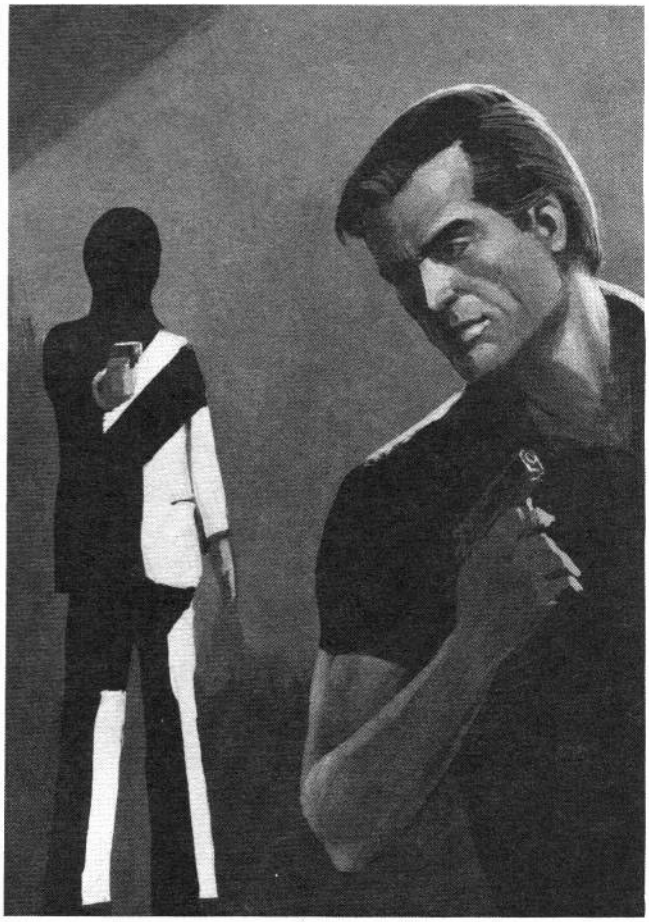
Taking Notes: The characters encounter Bernard Williams pacing off the corridor outside their door or measuring the distance from the Main Deck to the character's cabin porthole. If the characters ask questions, Williams will become defensive and try to get away.

Coat Overboard: If Natasha recognizes the characters she will attempt to get rid of her torn trench coat. She will hide it on the boat until nightfall, when she will sneak up on deck to throw it overboard. Depending on when they may decide to search the ship, the characters can either find the coat hidden in a lifeboat, crammed into a funnel or caught halfway overboard on the davits. The characters could also spot a shadowy figure skulking about the deck. When the characters surprise the shadow it takes off dropping the coat. Or the coat could be in the possession of one of the stewards who found it abandoned on deck.

Once the characters have the coat they can deduce from the remains that the owner was between 5'5" and 5'9". They will have no way of knowing whether it was a male's or female's coat since a trench coat has the buttons and buttonholes on both sides. There is no perfume, cologne or after-shave aroma to be detected on the coat. Wrapped inside the coat is the portable brander.

Assassination: Someone tries to kill the characters. This could be Nilgren, Alexeyovich or some NPC of your own creation. The attack should divert suspicion from Natasha.

The Bar Tab: On the last night before docking, Natasha will inadvertently give herself away. She will be so preoccupied worrying about her escape early the next morning, she will sign a bar check with her left hand. The characters should have a chance to witness Natasha's mistake. If she is with one of the characters, she will sign it while he is not looking. The steward will then ask the character to countersign, since it is charged to his cabin. If the character is not with Natasha, he should get a PER roll to notice she is left-handed. If successful, he should get a chance to look at the bar tab. However the character gets a look at the chit, hand the players the bar check mission sheet. The players should



notice that the signature matches the itinerary you handed them earlier.

Natasha's Escape

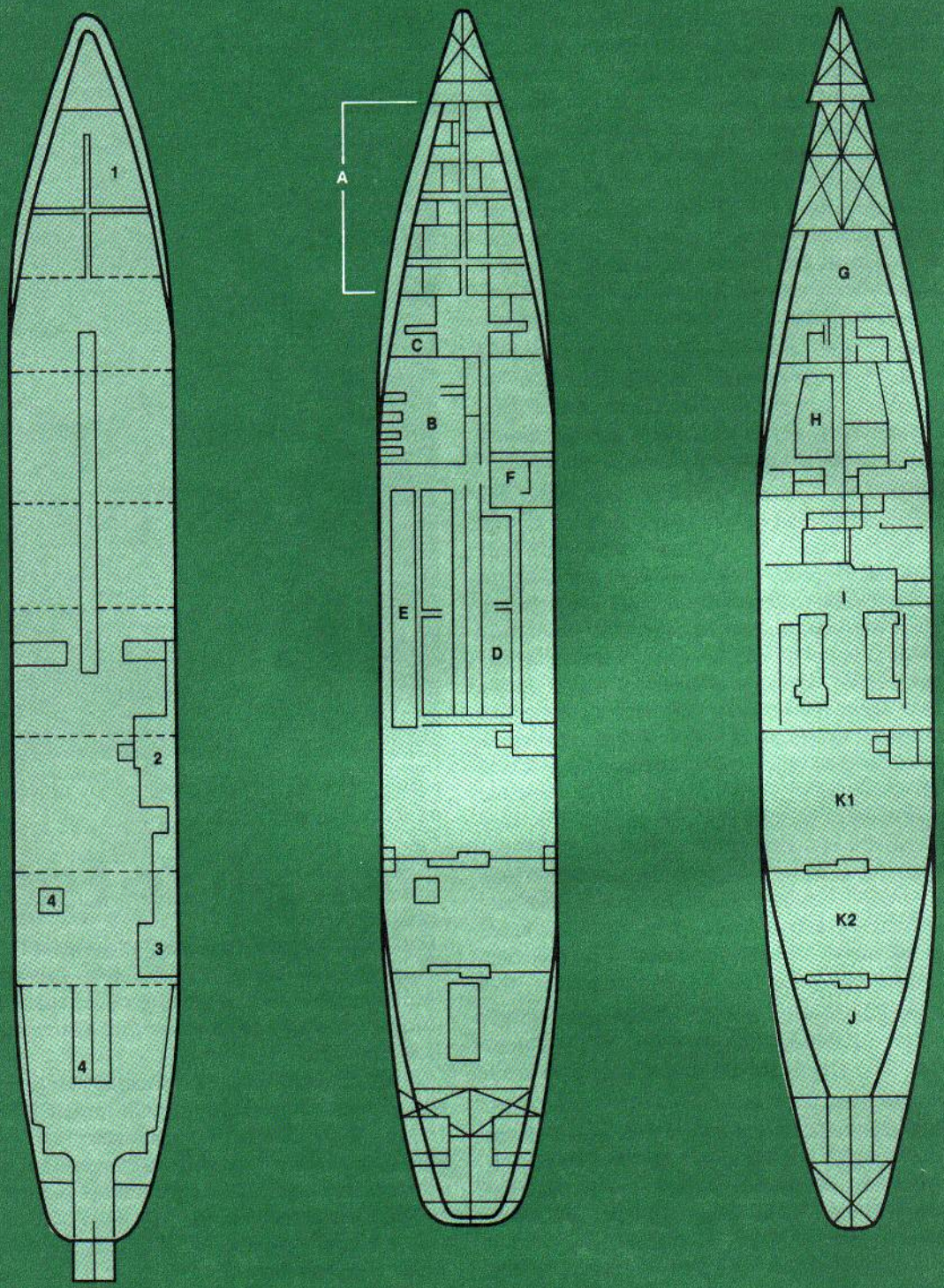
Early Saturday morning, at the first light of dawn, Natasha, using an inflatable liferaft, from the ship's stores will attempt to go over the side to meet a Russian trawler that will be 200 feet away from *The Dawning Rose.*

Alexeyovich will be watching her progress and if the characters intervene, he will initiate Fire Combat to try to stop them. If the characters use Natasha as a shield, or if she is in imminent danger of being captured, Alexeyovich will follow instructions and try to shoot her to keep her from talking.

If Natasha escapes or is killed, the characters have failed their mission.

If she is captured and returned to London, she will reveal the existence of the new SMERSH when she is interrogated. Hand the players the Mission Sheet dossier on SMERSH, this is the information from Natasha. If the characters do not capture Natasha, then give them the sheet with the explanation that some "effective" field agents made a report.

The Dawning Rose



Main Deck
1 = Bridge Area
2 = Stores
3 = Rescue Equipment
4 = Hatch

A Deck
A = Passenger cabins
B = Dining Hall
C = Kitchen
D = Crew's Quarters
E = Kitchen Staff
F = Stewards' Quarters

B DECK
G = Lounge
H = Food Stores
I = Engine Room
J = Refrigerated Hold
K = Hold

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VILLAINS

VILLAINS

A Supplement for the JAMES BOND 007 Game

CREATED AND PUBLISHED BY **VICTORY GAMES, INC.**

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VICTORY GAMES, INC. New York, N.Y. 10001

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ISBN 0-912515-11-2

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PRINTED IN THE UNITED STATES OF AMERICA

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Introduction

The *Villains* supplement is designed to provide you with new Major Villains and a description of SMERSH for your campaign. These subjects have been divided between two booklets for handy reference.

The *Villains* booklet contains descriptions of seven new Major Villains. These Major Villains vary in their methods and goals to provide variety for your adventures. Each is unique, so you should look them over carefully before using them. The chapters are broken down into sections covering the different aspects of the villain and his organization to help you locate information quickly and with a minimum of bother.

Background: This history of the Major Villain describes the events that shaped the desires and outlook of the Major Villain. With this information, you can tailor your adventures and the action in it to the specific Major Villain. It also contains full explanations of any Weaknesses or Idiosyncrasies the Major Villain may have.

Personality: This capsule summary describes the psychology of the Major Villain and how he reacts in various situations. It is provided as a handy reference so you can quickly reacquaint yourself with the villain's character during play or when starting a new adventure.

Goals: The desires and goals of some Major Villains' will be wide in scope (world domination, scientific domination, and the like). Other villains will have specific and detailed goals; especially where the villain is designed to be a personal enemy of the player characters.

Weapons: Special weapons or new weapons not described in previous *James Bond 007* supplements or adventures are detailed in this section. This section also describes special equipment the Major Villain may use.

Organization: A Major Villain may need a vast organization including cover companies and internal chains of command. Lone wolf villains will have small or no organizations, while wealthy and ambitious Major Villains may have global networks at their command. Also included in this section will be descriptions of the Major Villain's important lieutenants and henchmen, if any.

Fortress: Wealthy and ambitious Major Villains also need a central headquarters or base of operations. From this safe haven, they can devise and oversee their nefarious plots. This section will describe the Major Villain's headquarters, including location, security systems, guard strengths and a description of the basic layout. Cartesia's underwater fortress is given in greater detail than the others and includes floorplans and diagrams.

Campaign: This section describes the tone and flavor you should create in the adventures using the particular Major Villain. Included are descriptions of the types of adventures the Major Villain could be used in and what type should be avoided to maintain the Major Villain's integrity as a recurring Non-Player Character.

Adventures: From these short plot descriptions, you can develop adventures to flesh out your campaign and introduce the Major Villain to the players.

M.I.6 Dossiers: Eight of the ten sheets in the Mission Envelope are designed to be handed to the players as part of the written memos M.I.6 circulates to keep their agents up to date. Five of these sheets refer to specific Major Villains: Etienne Buonvisi, Cartesia, Pierre Larose, Octavia Prosinski, and Feolina Vandemere. The sixth dossier covers the multiple murders committed by "The Ripper" assassin, who is Lyndon Parkhurst (details on how to handle Parkhurst are contained in the **Campaign** section of his description). Dossier number seven covers the suspected existence of the Werewolf Force, Franz Kleiner's organization. The eighth Mission Sheet has labelled photos which you should cut out and attach to the appropriate dossier form. The ninth dossier should not be given to the players until after they have played *The Branded Man* adventure in the SMERSH booklet. It describes the information M.I.6 has learned about the revived SMERSH. The final Mission Sheet contains two props for *The Branded Man* adventure. How these props are used is described in the adventure.

Cartesia

STR: 7 **DEX:** 9 **WIL:** 12 **PER:** 14 **INT:** 15

SKILLS (SKILL LEVEL/PRIMARY CHANCE)
Charisma (11/23), Cryptography (7/22), Demolitions (8/23), Driving (6/17), Electronics (15/30), Evasion (8/16), Fire Combat (8/19), Hand-to-Hand Combat (6/13), Interrogation (8/23), Local Customs (9/23), Science (15/30), Torture (7/20)

ABILITIES: Connoisseur, Photography

HEIGHT: 6'0"	**SPEED:** 2
WEIGHT: 170 lbs	**HAND-TO-HAND DAMAGE CLASS:** A
AGE: 49	**STAMINA:** 30 hours
APPEARANCE: Attractive	**RUNNING/SWIMMING:** 40 minutes
FAME POINTS: 85	**CARRYING:** 101-150 pounds
SURVIVAL POINTS: 9	**WEAPON:** None

FIELDS OF EXPERIENCE: Biology/Biochemistry, Botany, Chemistry, Computers, Economics/Business, Mechanical Engineering, Medicine/Physiology, Space Sciences, Wargaming

WEAKNESSES: None

IDIOSYNCRASIES: Speaks very slow and distinctly; especially condescending to those he views as inferior mentally; couches his speech in scientific and philosophical terms.

INTERACTION MODIFIERS: Reaction (−5), Persuasion (−2), Seduction (−2), Interrogation (0), Torture (+1)

DESCRIPTION: Hair: Gray, Eyes: Blue; Scars: None; Distinguishing marks: None

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Since the Industrial Revolution, mankind has been caught in a technological whirlwind. New discoveries and improvements on old technology have started to come faster than people can assimilate the uses and potentials of the new inventions. Machines become obsolete before they are even off the drawing board. Scientific research continues at a breakneck speed, hampered only by the need for approvals from bureaucrats with limited vision and no foresight."

The above paragraph, taken from the diary of Johann Friedrich Heligmann, describes the premise that inspired the criminal empire he built under the name Cartesia.

Cartesia is unlike other Major Villains found in the James Bond mythos. Other technological Major Villains have used scientific discoveries or mechanical wonders

only as a means to gaining power. Curt Stromberg, in the movie *The Spy Who Loved Me,* had the supertanker *Liparus* built only as a way to steal submarines and gain nuclear power. Dr. No focused his scientific genius on toppling United States' rockets being launched from Cape Canaveral, but only on orders to exacerbate tensions between the United States and Cuba. Scaramanga, who wielded the solar-powered Golden Gun, possibly the ultimate technological weapon, understood neither its mechanics nor all its possible applications.

Cartesia is different in that he sees the control of science and technology as the ultimate means to power. His fetish for technology is even greater than Karl Ferenc Skorpios', who also uses technology only as a tool.

Cartesia is the ultimate technocratic Major Villain in that he wants to control all scientific research in the world. Unless he is paid or grants his approval, all scientific advancement will grind to a halt.

Background

Cartesia was born Johann Friedrich Heligmann in Bonn, West Germany. When he was seven years old, Cartesia's parents died in an explosion in their physics lab at the university at Heidelberg.

With no close relatives to claim him, Cartesia was taken in by his father's closest friend, Petar Neufeld, a professor of philosophy at the university. While Neufeld made sure that Cartesia received all the comforts and private tutoring, the professor was unable to give the boy the attention he needed. Neufeld was constantly on the road, lecturing at universities or attending conferences.

Left to his own devices, and having no one his own age to relate to, Cartesia began reading the library of philosophy books that lined Neufeld's walls. Early on he was taken by the philosophy of Plato and his Republic, but as he neared university age he became more engrossed with the theories of Hegel and Nietzsche. The idea of a superman, that there were inherently superior people, intrigued him.

His true idol, though, was Descartes, particularly because of the philosopher's famous phrase *Cogito ergo sum* (I think, therefore I am). Cartesia immediately adopted this philosophy. He could certainly think, as was proved by his studies. Cartesia had never been an intuitive genius, instead he excelled in school by working twice as hard to maintain his above average grades. He became enamored with the power of his own mind to overcome the difficulties of the subjects.

When he entered the university, he encountered students for whom learning came easy. While these "sponges of knowledge" were envied by most of their classmates, Cartesia merely shook his head sadly. As he wrote in his diary: "How can these people consider themselves superior? When something comes so easily, there is no challenge, nothing to overcome and therefore nothing to conquer. A true superman is not one who has everything easy. It is the man who continuously prevails despite the hurdles and the blockades."

Despite his personal interest, Cartesia did not concentrate in philosophy at the university. Perhaps out of respect for his dead parents, he enrolled in the physics courses. Of course, he took philosophy courses and would wring his professors dry on theories and methods of increasing "brainpower." He subscribed to the traditional theory that if man could awaken the dormant nine-tenths of his brain and bring it to bear, he could accomplish miracles.

Philosophy did not hold the answers he wanted, so he started enrolling in biology and neurology courses. He investigated the stimulation of the brain using electricity. He spent sleepless nights reading about the studies on drugs that could increase or retard memory. He tried everything from hypnotism to meditation to unlock the dormant part of his brain, but never achieved the success he was looking for.

He knew he would never achieve it if he only dealt with theories and abstracts; there must be scientific tests, observations and measurements.

He devoted long hours outlining a series of experiments through which he could test all his abstract theories. His first experiment involved stimulating another student's brain to "activate the dormant cells." He convinced a fellow student to let him hook up electrodes by claiming he was mapping brainwaves in various stages of emotional arousal.

Cartesia underestimated the effect of the amount current and electrocuted the student during the experiment. Cartesia snuck the corpse back to the student's room where the body was discovered the next day. The official ruling was a massive cerebral hemorrhage and cardiac failure, foul play was not suspected.

Cartesia realized, though, that his experiments would certainly get him into trouble with the short-sighted authorities who could never understand the importance of his ultimate goal. He also knew that he would need funds to continue his experiments and that no university or foundation would give him any money for the procedures he had in mind.

CARTESIA'S SOLUTION

Through his father and step-father, Cartesia knew some of the leading scientists in the world. The kind of men that governments turn to for research and help, men who would often joke about how they couldn't talk about their latest projects.

As a guest in the home of such a man, Cartesia was privy to a conversation involving how much his host would be worth to certain governments. The conversation concerned Dr. Jonas Wiley who was doing research for the British government on developing bionic limbs. So far, the doctor had made enough inroads to have built an arm that could respond to nerve impulses to pick up and grab objects, but he was still falling short of the sophisticated machinery he was aiming for.

Wiley had invited a number of colleagues over for a weekend; among the guests was Cartesia. During the weekend, the scientists, most of whom were involved in some sort of top secret research, were discussing, jokingly, their relative worth on the open market. Wiley specifically mentioned how he had been offered a great deal of money to share his research.

At that moment, Cartesia realized how he could finance his experiments. He would become a trafficker in knowledge. Private concerns and governments were always dealing in industrial and scientific espionage. It was one of the main concerns of the Japanese Secret Service since shortly after World War II.

The problem at the moment was where to start. Cartesia had decided on his host being his first victim, but his host was well guarded; agents from M.I.5 guarded his house night and day. It would be impossible to spirit Wiley away. But Cartesia knew nothing was impossible if he put his mind to it.

He pored over the problem for most of the night until he had his answer, one so simple it had eluded him. It was not necessary to get Wiley out of the house. All he needed was the information in Wiley's head.

Cartesia spent some time in his host's lab the next morning and compounded just what he needed. That night he made sure he served drinks to the guards who watched Wiley's room and to Wiley himself. Shortly after the household retired for the night, the sleeping powder he had put in the drinks took effect.

Cartesia slipped into Wiley's room and injected him with a refined derivative of scopolamine. Through intense repeated questioning of the drugged and unconscious Wiley, Cartesia got enough information about Wiley's work to fill in the blanks himself.

Before dawn, he slipped back into his own room. The household awoke and, as he hoped, none of the guards mentioned nodding off for fear of a reprimand from their superiors. After the weekend, Cartesia assembled his notes into proper text paper form and made two copies. One copy he would sell, the other he would keep for himself. The research interested him.

Within two weeks, under the code name Cartesia (after Descartes), he managed to find a private corporation in the United States who paid well for what Cartesia called The Wiley Papers.

Cartesia had no idea where this would lead. He was only looking for enough money to continue his experiments. Shortly after his sale of the Wiley papers, he was approached by an American corporation which was willing to pay a lot of money if he could just discover for them how far along their Japanese competitors were.

Cartesia was a little surprised that the Americans would think he had access to the Japanese research. He did not realize that the Americans assumed they were dealing with a freelance industrial spy. He just shrugged and went after the information. He took a vacation to Tokyo where he managed to get an invitation to the research station in question.

TOKYO THEFT

This theft was a little more difficult since he was not in the relaxed, friendly atmosphere of a weekend party. He spent two days listening to his guide and observing the situation. On the third day he pulled off the theft.

After carefully losing his guide, he did some fast accessing to the main computer memory and transferred the necessary information to a cassette tape. He placed the tape into a stiff plastic holder and rejoined his guide friend. The hardest part was getting past the gate security. Their metal detectors might have erased the tape.

His solution was simple. Every day, he noticed, some technicians spending time in an open field in the complex enjoying the fresh air. The company policy was to make the environment as relaxing as possible since the work was often so demanding. The technicians would walk or jog, but a few would spend time flying remote controlled airplanes and another group would leisurely toss a frisbee around.

After taking the tape, Cartesia joined the technicians at lunch and joined them in tossing around the frisbee. He slipped the pre-glued tape holder out of his pocket and, while retrieving an accidentally "missed" catch, placed it under the frisbee.

With the right flick of the wrist, which he had practiced hard the night before, Cartesia sailed the frisbee well over the head of the technician and over the chain link fence surrounding the complex. A cooperative pedestrian sailed it back, minus the tape holder. Later, Cartesia met with his accomplice and got his tape. His accomplice, a local thug, was very impressed with the young European's plan. Cartesia just shrugged. The problem and subsequent solution were nothing spectacular. The important part was the money to continue his research.

BUSINESS GROWS

Cartesia never actively pursued his career in industrial and political espionage. He fell into it as a way to continue his research. The money allowed him to buy equipment, drugs, and the occasional subject for his experiments. He went after the traditional experimental types: derelicts, drop-outs and transients. People whom no one would miss or file a report on. Occasionally he would deal with white slavers to get the right subjects. There were not many, never enough to even cause a raised eyebrow.

One day he noticed that the orders to get information were taking too much of his time away from his experiments. So he began taking on assistants. With this seminal organization, Cartesia's destiny was set. His research would gradually take a back seat to his espionage organization.

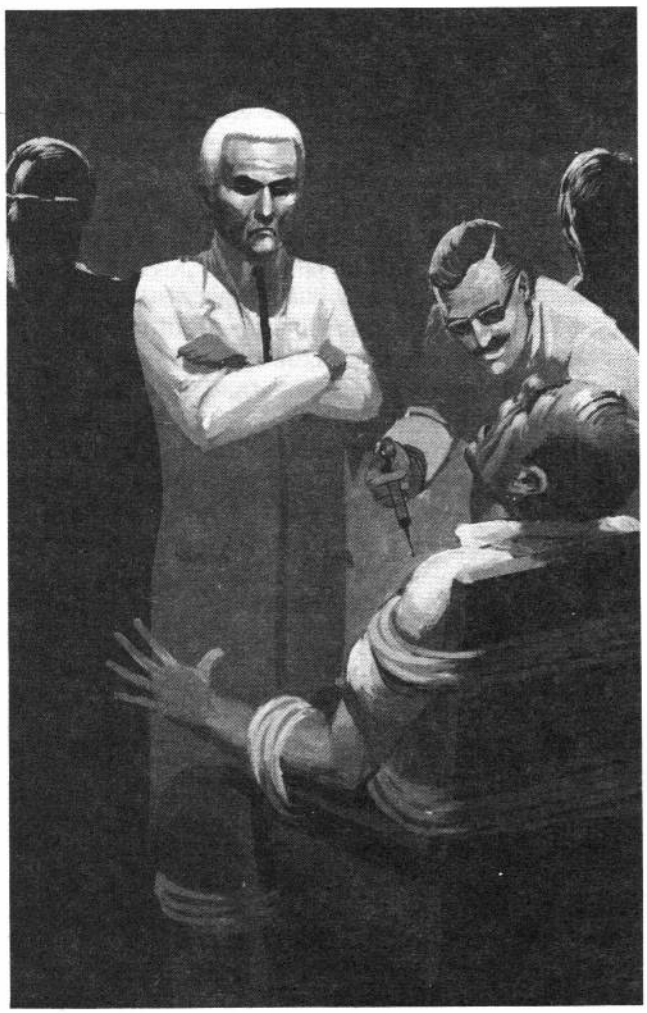
Among his first priorities was to take the information he had gathered and put it together in a manageable form. His files had grown spectacularly since Cartesia was loathe to toss anything away. He still had his text books from his young days in Heidelberg. He also kept a copy of every piece of information he had stolen.

The computer age solved Cartesia's space problem. He and his staff began transferring all his files onto computer disks. It was a long process and cumbersome at first, but they finally had all the information on disks and had made duplicates.

During this time, another change was occurring. When he started his clandestine career, Cartesia had to surround himself with thugs and criminal types. They were useful but they were hardly intellectually stimulating. Cartesia considered the problem and his solution took care of a number of problems.

The world of academe, he knew, was filled with intelligent people who would spend the rest of their lives working for very little money in jobs with very bleak futures and little chance for advancement. Many of his classmates were either chained to universities or working in jobs where they never use their education.

Cartesia began recruiting "Evaluators" at leading universities around the world. Usually, an Evaluator was a professor who was already discontent with his lot in life. Without knowing exactly who he was working for, the Evaluator agreed to identify and report on students about to graduate who fit the psychological profile provided by Cartesia. For each candidate that worked out, the Evaluator would receive a "finder's fee."



After this initial report was studied, Cartesia or one of his immediate subordinates, undercover, would arrange an interview with the students and make a further evaluation. Upon graduation, these students would be offered a deal. With Cartesia's contacts, the student would land a job in some of the world's leading companies in technical industries. Cartesia guaranteed they would have the bright futures that previously only the lucky few would get.

Carefully, Cartesia would broach the subjects of ethics, usually by talking with the graduate as to how he felt about this help, which might be construed as an unfair advantage. If the graduate showed no qualms of conscience, Cartesia would tell him the condition for this help.

All the student would have to do is keep Cartesia posted on what research was being conducted in the company where they worked and occasionally get for him a copy of the notes and records of anything that looked promising.

In his notes on this project, Cartesia wrote that he was surprised by the number who said yes. Apparently the shortage of good jobs for degreed candidates was greater than he thought.

Cartesia, of course, was not receiving top secret information every day. Most of the time it was just routine reports of continuing experiments or the progress of research. But Cartesia would know about major breakthroughs as soon as they happened.

Cartesia has been recruiting graduates for some time now and has men around the world, including some in government bureaucracies and military commands. They, of course, are not in every company or government office in every country; even Cartesia with all the resources at his command, cannot do that.

Some years ago, Cartesia branched out from just dealing with information. If hard facts were valuable, then the creative genius behind them would be worth a great deal more. He began to kidnap scientists who were the recognized leaders in their fields and then selling the scientist to an interested country or organization. He began by kidnapping scientists and then letting interested parties know the scientist was on the market. As his fame grew, Cartesia would often take orders for certain scientists, eliminating the need for an auction.

In keeping with his desire to amass knowledge, Cartesia first puts the scientist through a rigorous debriefing using interrogation techniques and, if necessary, drugs. Cartesia is very careful not to destroy the memory or do anything that would impair the brain functions. He does have to maintain his reputation for never disappointing a customer. Once the scientist is totally debriefed, he is delivered to the buyer.

When he does not have an agent in place, Cartesia must launch an operation to get the information or scientist whether it be for himself or for a client.

THE BIRTH OF A NOTION

Cartesia might have gone along just stealing information and being a minor annoyance to world events, but, during one of his afternoon meditations, the concept of the Nietzsche's superman came into a new light for him. Cartesia conceived of the superman as someone with superior knowledge and intellect who could control the rate and direction of scientific progress. He had already laid the groundwork; if he continued infiltrating his people and gathering technology, he might be able to exert his influence over all the important research.

His people, in companies and labs around the world, could regulate the type and progress of research in the entire world. Once that was done, all sciences would be his to command. Eventually, he could demand whatever price he wanted from any company or country that wished to develop a new technology. Eventually, Cartesia would control the development and improvement of everything from ball bearings to computer "superchips." The major powers would pay millions just so they could keep up on their weapons development.

Cartesia has now begun in earnest to infiltrate his people concentrating on companies with government contracts and government bureaucracies.

Personality

Cartesia is superficially cordial but only with people who can add to his wealth of information. If the person has limited expertise, Cartesia will try to engage him in conversation and extract his expertise, but will not use any "drastic" measures like Interrogation or Torture. If the person has a highly complicated specialty that is economically viable, Cartesia will use whatever means are necessary to get the information.

If he finds someone who is willing to talk freely, he will show the utmost hospitality, so long as the person is contributing information. Once the well runs dry, Cartesia abandons the well.

Cartesia does have one weakness. His original passion to unlock the dormant portions of the brain still haunts him. If he hears of any research or breakthroughs in this area, he will concentrate all his available forces on getting it. This can be used by the characters once they find out about it (see **Campaign,** below).

Goals

Cartesia's long term goal is to build a monopoly on technology and research. His kidnapping, debriefing and selling of scientists and technology is all geared to that one goal.

Since he believes in the concept of a superman as described by Nietzsche and Hegel and in the power of thinking as outlined by Descartes, his concept of the ultimate superman is the one with ultimate supply of knowledge.

By controlling scientific progress, Cartesia plans to shape the future of the world into one where only the academically superior, all under his rule, of course, will be in charge of the world. The power of the mental superman predicted through Hegel, Nietzsche and Descartes will come true. He even plans on using a variation on Descartes famous quote for his new empire: I think, therefore they are.

Organization

Cartesia uses geography as the model for his organizational breakdown. His title is Global Thinker signifying him as head of all operations. Directly under him are seven Continental Thinkers covering North America, South America, Australia, Africa, Europe, Asia and Antarctica. Each is in charge of overseeing the operations on their continent. (At first, it may seem strange that Cartesia would include Antarctica as a major division, but it should be remembered that the South Pole is literally teeming with scientific expeditions investigating everything from the habits of penguins to the origins of weather patterns and the earth's magnetic fields.)

Reporting to the Continental Thinkers are the National Thinkers. The number of National Thinkers varies in relation to the size of the continent. Europe needs less National Thinkers than Asia or North America. Groups of small countries, such as Indochina, Central America (excluding Mexico) and the Low Countries in Europe, are merged under one National Thinker who has charge of that area.

Directly under the National Thinkers are the Institutional Thinkers. These are the people infiltrated into the corporations, military, and governments. The National Thinkers also receive the reports from the Evaluators on the various university campuses.

A typical hierarchy can be traced from the University of California in Los Angeles in the United States. The Institutional Thinker at U.C.L.A., a professor of one of the physical sciences, reports through a blind drop to the National Thinker — Western United States. (A blind drop is one where the message is left at a prearranged place and picked up later, neither party ever has to see the other.)

The National Thinker, a design engineer at an aerospace corporation, assesses the information and prioritizes it. Once that is done, he sends all the information to one of the post office boxes the Continental Thinker has rented under an assumed name. The Continental Thinker, who is in charge of geological surveys for a major oil company, looks over the information. He can authorize an Evaluator to approach a candidate for the organization and can issue funds for any special projects and as payment.

Cartesia can make a decision without consulting the

Continental Thinkers.

The organization is set up so that each person below a Continental Thinker is a separate cell, unable to give any information, if caught, except for the blind drop or post office box where he sends his information and reports. The Continental Thinkers all know one another since they meet regularly.

Occasionally it happens that an Institutional Thinker may happen across or recognize another Institutional Thinker. Once this happens, though, Cartesia will order one of the two to move so they will not endanger each other's cover. To give you some idea of the type of people Cartesia recruits, below are descriptions of Thinkers from each level.

JEAN DELORME

STR: 6 **DEX:** 8 **WIL:** 13 **PER:** 11 **INT:** 14

SKILLS (SKILL LEVEL/PRIMARY CHANCE)
Boating (8/17), Charisma (9/22), Cryptography (8/22), Diving (8/15), Driving (9/18), Electronics (13/27), Evasion (7/14), Fire Combat (6/15), Hand-to-Hand Combat (4/10), Local Customs (8/19), Piloting (9/18), Science (11/25), Seduction (5/16), Sixth Sense (9/21), Stealth (4/17)

HEIGHT: 5'7"	**SPEED:** 2
WEIGHT: 120 lbs	**HAND-TO-HAND DAMAGE CLASS:** A
AGE: 33	**STAMINA:** 30 hours
APPEARANCE: Striking	**RUNNING/SWIMMING:** 40 minutes
FAME POINTS: 41	**CARRYING:** 101-150 lbs
SURVIVAL POINTS: 4	**WEAPON:** Beretta .25

FIELDS OF EXPERIENCE: Board Games, Computers, Economics/Business, Fine Arts, Jewelry, Mechanical Engineering, Space Sciences, Squash, Tennis, Water Skiing

WEAKNESSES: Close Personal Tie

IDIOSYNCRASIES: Twirls her hair when thinking or aroused

INTERACTION MODIFIERS: Reaction (0), Persuasion (−3), Seduction (−2), Interrogation (+2), Torture (+6)

BACKGROUND: Jean was a California surfer girl who spent as much time working on her studies as she did working on her tan. While she was studying Computer Engineering Design at U.C.L.A., she discovered the strange contradiction that good looks are an asset for a man but a hindrance for a woman. She experienced her first taste of chauvinism in college when her drafting professor decided she would never pass the course. Even though her work was exceptional, the professor would

never give her any respect and took every opportunity to deride her in class. When she spoke with the job placement counselor on campus, Jean was told there was very little chance she would be taken seriously or make the kind of money that men make. Jean became disgruntled, which made her a perfect candidate for Cartesia's Evaluator at U.C.L.A.

With Cartesia's help, Jean landed a job as a Senior Designer with one of the leading computer companies in Silicon Valley. In this position, she is privy to most of the design advancements in the computer field. She is Cartesia's Institutional Thinker in Silicon Valley. Her close personal tie is her mother, Yvonne, who has a beach house at Malibu.

JACQUES BARTHELEME

STR: 8 **DEX:** 12 **WIL:** 10 **PER:** 10 **INT:** 13

SKILLS (SKILL LEVEL/PRIMARY CHANCE)
Charisma (10/20), Driving (14/25), Electronics (2/15), Evasion (8/10), Fire Combat (5/16), Gambling (5/15), Hand-to-Hand Combat (10/18), Interrogation (3/16), Local Customs (5/15), Mountaineering (5/15), Riding (8/18), Seduction (12/22), Sixth Sense (10/21), Stealth (6/16)

HEIGHT: 6'2"	**SPEED:** 2
WEIGHT: 195 lbs	**HAND-TO-HAND DAMAGE CLASS:** A
AGE: 39	**STAMINA:** 28 hours
APPEARANCE: Attractive	**RUNNING/SWIMMING:** 25 minutes
FAME POINTS: 34/140	**CARRYING:** 101-150 lbs
SURVIVAL POINTS: 5	**WEAPON:** Taser*

FIELDS OF EXPERIENCE: Board Games, Economics/Business, Fine Arts, Football, Golf, Ice Hockey, Political Science, Snow Skiing.

WEAKNESSES: Attraction to Members of the Opposite Sex

IDIOSYNCRASIES: When impatient, he likes to tear paper matches so they look like little stick people

INTERACTION MODIFIERS: Reaction (−1), Persuasion (−1), Seduction (+2), Interrogation (+3), Torture (+5)

*This weapon is described more fully in the **Defense** section of the description of Cartesia's fortress.

BACKGROUND: Bartheleme is a rarity in the world of espionage, a public figure who is actually a full-time spy. He is a freelance political cartoonist living in Paris. He is the National Thinker for France and, with his contacts, keeps Cartesia apprised of the political climate in Europe.

Being a public figure, Bartheleme has two sets of Fame Points. The lower number is to recognize him as an agent of Cartesia. The higher number is to recognize him as the political cartoonist. He does not assume a low profile since he has a very full social calendar and love life (note WEAKNESS, above) and races cars for a hobby.

SHARA DEVI

STR: 5 **DEX:** 12 **WIL:** 13 **PER:** 14 **INT:** 10

SKILLS (SKILL LEVEL/PRIMARY CHANCE)
Charisma (15/28), Driving (6/19), Evasion (8/16), Fire Combat (3/19), Hand-to-Hand Combat (5/11), Local Customs (8/22), Piloting (10/13), Riding (10/23), Science (9/19), Seduction (15/29), Sixth Sense (6/18), Stealth (9/22)

HEIGHT: 5'4"	**SPEED:** 3
WEIGHT: 110 lbs	**HAND-TO-HAND DAMAGE CLASS:** A
AGE: 28	**STAMINA:** 30 hours
APPEARANCE: Good Looking	**RUNNING/SWIMMING:** 40 minutes
FAME POINTS: 45	**CARRYING:** 60-100 lbs
SURVIVAL POINTS: 3	**WEAPON:** None

FIELDS OF EXPERIENCE: Biology/Biochemistry, Botany, Chemistry, Squash, Tennis

WEAKNESSES: Fear of Snakes

IDIOSYNCRASIES: None

INTERACTION MODIFIERS: Reaction (0), Persuasion (0), Seduction (+1), Interrogation (+4), Torture (+6)

BACKGROUND: Shara came from a very poor village in central India. By doing odd jobs for neighbors, she earned the tuition to attend the university in Bombay for one semester while trying to find a way to finance the rest of her education. She majored in Agricultural Science since her background already gave her a firm foundation. She had no real interest in becoming a better farmer; she just hoped to get good enough grades to get a scholarship. They weren't good enough.

Without the necessary funds, she would have to leave the university. But she had been noticed by Cartesia's Evaluator who offered to finance her education and her personal needs if she continued with her chosen major. Shara agreed and is now a field inspector for the Indochina Agricultural Consortium. The IAC is a bona fide agency not under Cartesia's control. They do scientific surveys designed to help increase food production in that densely populated area.

Shara's reports concentrated on what areas in Southeast Asia were likely to experience famines or feasts. When the Continental Thinker in her area died of a heart attack, Cartesia, pleased with Shara's performance, made her the Continental Thinker in charge of Southeast Asia.

Campaign

When you introduce Cartesia in your campaign, he should just be beginning his drive to infiltrate his people into the key areas in his master plan to control the world's scientific progress. (For specific adventure suggestions see **Adventures,** below.)

You should be careful not to have the characters meet Cartesia during the first few adventures. For a time, he should remain a shadowy presence that can manipulate people and gives the orders. In these early adventures, the characters can work their way up from the Institutional to the National to the Continental Thinkers.

You can use the Thinkers supplied under **Organization,** above, for these adventures.

The other trap to avoid is to have the characters meet Cartesia's people at every turn. They have not infiltrated every single office of every government around the globe. To have everyone be an enemy is a tempting GMing technique but it only results in many combats and a lot of Fame Point penalties. You should keep in mind that Cartesia's resources are not unlimited. Compared to TAROT, for example, he is an absolute pauper.

But Cartesia does have some of the finest scientific minds in the world. While his enforcement branch is

practically nonexistent, his research and technical departments are equal to TAROT's and twice as productive. With such a large staff made up of the leading scientific minds, it is understandable that Cartesia would have some of the most technologically advanced weapons and devices.

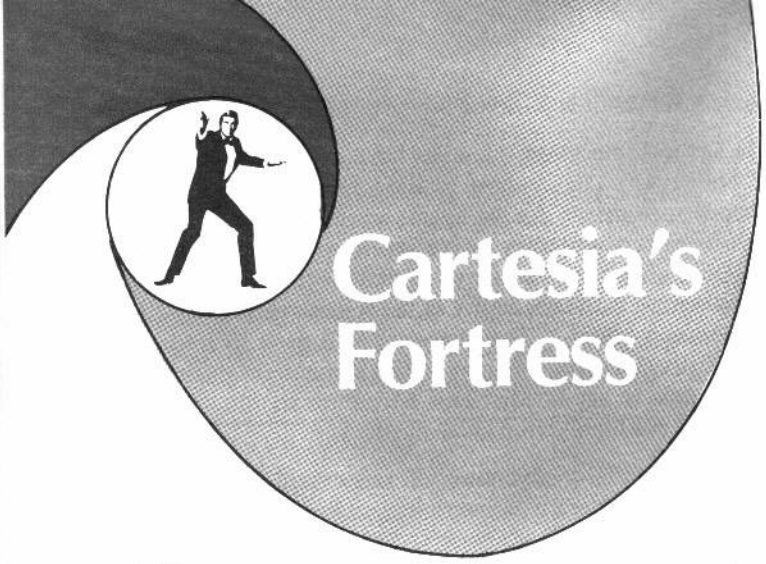
So any adventure involving Cartesia should be people light and gadget heavy. There will be very few guards and hoods but they will have advanced weapons. The fortresses will be protected by sophisticated sensors and alarms. Cartesia's field agents should have equipment comparable or better than that supplied by Q Branch.

Adventures

Adventures with Cartesia invariably involve the theft of a scientific device or research or some scientific luminary. Some suggestions include:

1) Several important scientists have gone on mysterious "holidays." They return looking refreshed with some happy memories. But the agents assigned to keep an eye on them reported they never got to their resort hotels. Shortly after each "holiday" a vital piece of information or research in the speciality of the scientist turned up "in the wrong hands." The character will have to find out what is going on. This may entail a character posing as a scientist to act as bait. This adventure should only involve a National Thinker at most.

2) The standard adventure of retrieving a kidnapped scientist can take on a new twist and urgency if it is one of the high level members of Q Branch, perhaps even Q himself. In this adventure, the characters' equipment may be rendered useless by counteracting devices if Cartesia has had Q successfully interrogated.



Cartesia's Fortress

Off the point of land known as Cape Matapa in southern Greece lies a very deep trench. This trench resulted from the motion of the geologic plates of the earth's crust and it is the deepest point of the Mediterranean Sea.

The area is of very little commercial interest since there is no oil in the area, nor is there sufficient sea life to warrant a commercial fishing industry. Therefore the waters are virtually unexplored and are not likely to attract any detailed search of the sea bed.

This disinterest made it the perfect location for Cartesia's underwater fortress. The fortress is anchored to the wall of this trench, resting at a depth of 600 feet in a region which is so rugged that detection of the fortress by standard search methods, such as side-scan sonar or sub-bottom profilers, is impossible.

This chapter will describe the main systems and features of the underwater fortress, including the structure, life-support systems, living quarters and special equipment for the fortress.

Structure

The underwater fortress is made of highly complex polymerized plastic which does not react with salt water so it will not rot or disintegrate. The walls of the fortress are thick enough that it could withstand even the pressure at the bottom of the trench, a depth of about 15,000 feet with an ambient pressure of approximately 6700 p.s.i. (pounds per square inch). In contrast, the ambient pressure at the actual fortress depth of 600 feet is approximately 280 p.s.i.

In spite of its strength, this material is flexible, which means it can absorb damage by accidental impact from falling debris such as rocks or from minor collisions with underwater vehicles.

The fortress is securely embedded in the trench wall and extends horizontally out over the trench. The large funnel-shaped housing at the extreme end is a generator which uses the upward swelling current to produce electrical power for the complex (see **Power,** below). Running off this central corridor are several access corridors to other sections.

Close to the trench wall are two cylindrical towers connected to the main section by a horizontal piece. These are the living quarters. The windows dotting these two cylinders allow the occupants to marvel at the underwater panorama during their off hours.

The oval-shaped structure suspended below the main arm contains the various research laboratory facilities. The top sections of this structure are scattered with windows, whereas the bottom sections are completely solid. Suspended from the bottom of this lab complex, the deep trench umbilical descends into the depths of the trench where it taps the energy of the dormant volcano at the bottom. More information on the umbilical and its functions is given described later.

Further along the central corridor is a large vertical cylindrical structure. It is totally devoid of windows, but contains a large number of doors of various shapes and sizes. This section houses the majority of equipment and vehicles which are used for excursions outside of the fortress. The sphere atop the cylinder, which gives it a vantage point that overlooks the entire complex, is the command and control center.

As will be described later in this chapter, different parts of the fortress are kept at different air pressures. The major living and research areas are kept at a pressure of one atmosphere (identical to the pressure at the surface of the ocean). The other sections are pressurized to 280 p.s.i., the pressure exerted by the water surrounding the fortress.

There are good reasons for maintaining two different pressures inside the complex. The one atmosphere environment allows personnel to travel between the fortress and the surface without having to undergo a lengthy decompression process. The advantages of the high pressure areas are twofold: It reduces the overall stress on the structure and eliminates the need for decompression for divers who work outside of the fortress for extended periods without specialized diving armor. More details on the consequences of rapid decompression will be given in the **Hyperbaric Considerations** section of this chapter.

There are a number of inter-locks which allow passage between the high and low pressure areas and to the outside. Transferring from the low pressure to the high area may take several minutes whereas transferring from the high pressure areas to the low pressure areas takes several hours. In order to minimize accidents, a wall color scheme has been adopted to indicate the pressure for each area and for the inter-locks leading to the other areas. This color code is:

Yellow: one atmosphere area

Green: high pressure area

Red: hatch to inter-lock

Personnel move about the complex through the corridors and elevators. To allow personnel to move through the entire fortress without having to undergo lengthy decompression, there are parallel corridors and elevators running throughout the complex.

Alongside the corridors and elevators are the service cores, where water pipes and power lines are housed. These cores are easily accessible through hatches in the corridors. They are webbed with catwalks and ladders so technicians can move about in them to repair a broken cable or a leaking pipe. The pressure in the service cores is kept at 280 p.s.i.

STRUCTURE SAFEGUARDS

In case of a break in a wall between high and low pressure areas or between the fortress and the water, a series of automatic relays are set up that will seal hatches and doors in the sections around the break. This system isolates the break and keeps the fortress from being flooded. In general, each section of corridor or elevator shaft can be isolated, as can every floor of each of the structures.

In case of a break occurring between a low pressure area and the surrounding water, the section is isolated, the air pressure in that section increased quickly to balance the pressure from outside and the leak fixed. The danger from this break is the crushing pressure of the incoming water killing the personnel in the section. If the break is not that severe, the personnel may be affected by the increase in pressure caused by the water entering the compartment or the air pumped in to equalize the pressure (see **Hyperbaric Considerations** section, below).

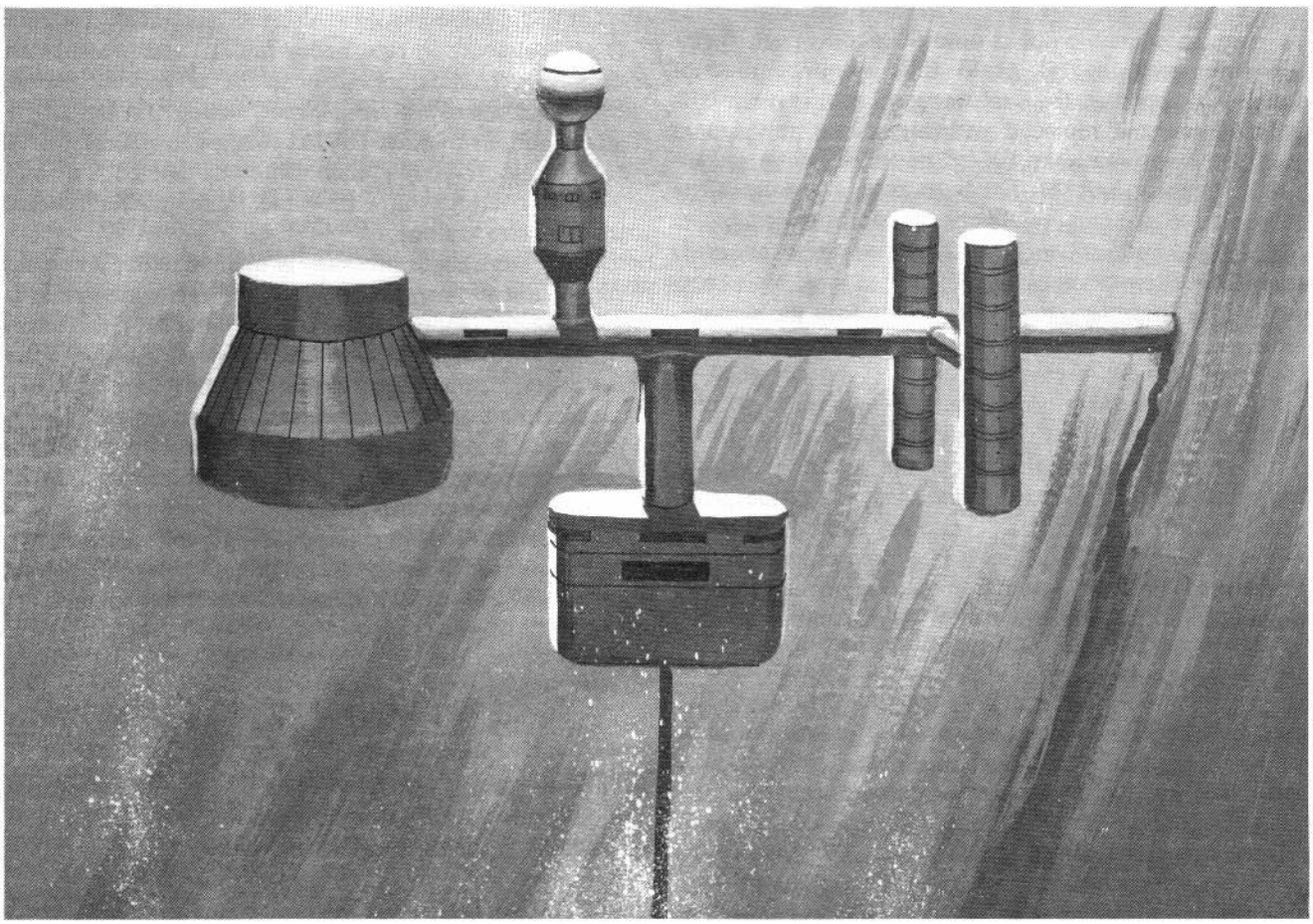
A minor break between the high pressure portion of the fortress and the surrounding water is a low priority repair. The equalized pressure prevents the sea water from entering the fortress. In fact, by isolating the section and slightly raising the pressure, air would flow out of the break rather than water flowing in. The break can then be fixed without fuss or bother.

For a break between the high and low pressure areas of the fortress itself, the affected sections would be isolated and the pressure pumped back to the high pressure level. This may cause the sinus pain and vertigo of Squeeze for the personnel in the low pressure areas, but without the increase in pressure the personnel in the high pressure section would suffer the often fatal effects of rapid decompression. (See **Hyperbaric Considerations** for full descriptions of these effects.)

EXTERIOR MOUNTINGS

Everywhere on the surface of the fortress are rings which are used by divers to move or to anchor submersibles and remote vehicles. These rings vary in size from several inches in diameter to some which are ten feet in diameter.

On the Command and Control Center, are numerous antennae, probes and sensors which fulfill a variety of functions, such as communications, security surveillance and environment monitoring. More details on these will be provided in later sections.



On the trench wall surrounding the fortress are six sets of what appear to be radar antennae but which, in fact, are maser projectors. These are capable of producing tightly focused sound waves (much the same as a laser which is coherent light) aimed at any desired location. The various uses for the masers will be explained later.

There are a large number of torpedo bays mounted at various places on the structure. These are arranged to provide completely overlapping coverage for fields of fire in the event that one becomes disabled.

Running from the bottom of the lab complex is the deep water trench umbilical tube. This rigid tube extends down to a depth of 15,000 feet and serves a number of different functions including providing fresh water air for the complex (see **Life-Support** section). It also allows for extreme pressure research and providing the power for one of the fortress' most powerful defense systems, Archimedes' Plunge.

ACCESS PORTS

The one atmosphere access ports allow one atmosphere submersible crafts to dock on the exterior of the fortress.

The control panels for these access ports has an intercom system to the lock-on submersible, an LED read-out of the pressure in the dead space between the submersible and the fortress, and there are two buttons, one marked EVAC and the other marked FLOOD.

The submersible docks onto the access port, forming a pressure tight seal. At this time, a small amount of water is trapped in the seal under high pressure. It is pumped out and replaced with air at one atmosphere pressure by pressing the EVAC button. The doors cannot be opened until this has been done. To release the submersible, the personnel must seal the doors and press the FLOOD button, which causes the one atmosphere air trapped in the dead area to be replaced with high pressure water from the outside. Only then may the submersible unlock from the access port and leave.

The ambient pressure lock-outs are designed to allow access to the outside water. To pass through these ports, a diver need only unlock the hatch in the floor, climb into the water (which does not rush in, since the air pressure at this location is the same as outside), then close the hatch and lock it. Actually, locking the hatch is not strictly necessary, but it is a good practice to follow since it prevents water from entering in the event of a sudden loss of pressure (for whatever reason).

INTER-LOCKS

The inter-locks in the corridors are designed to allow safe and convenient access between the high pressure area and the one atmosphere areas inside the fortress. Each door is color-coded to indicate the pressure of the area to which that door leads.

These doors are mounted so they will swing open into the higher pressure area. Since the higher pressure will hold the door firmly shut there is no need for locking mechanisms on the doors.

There are three control panels for each of these inter-locks, one full control panel, which controls both door and all functions, and two slave panels which only control the one door and the necessary functions for getting from the corridor into the inter-lock. The full control panel is located inside the inter-lock and one slave panel is mounted on bulkheads in the one atmosphere and high pressure corridor.

The slave panel has an intercom, an emergency button, an automatic recycle button and digital indicators for inter-lock internal pressure and "time-to-go" before the pressure cycle is complete. The intercom system connects only to either the inter-lock itself or to the Command and Control center by using the emergency button.

By pressing the recycle button on the panel, the pressure inside the inter-lock is equalized to the section the panel is in. If the recycle button in the high pressure section is pressed, the pressure in the inter-lock is increased. If the one atmosphere panel is pressed, the pressure is decreased. Either way, it takes about 30 seconds to equalize the pressures.

These recycle buttons will not have any effect if the inter-lock is already in use. The internal pressure indicator shows whether the pressure is increasing or decreasing. The "time-to-go" indicator gives a continuous read-out of the countdown until equilibrium is reached.

On the full control panel, as on the slave units, there is an intercom, an emergency button, and pressure and time-to-go indicators. Instead of a recycle button, however, it has a control panel, which consists of two status buttons marked 1 ATM (one atmosphere) and HP (high pressure) and a bank of buttons labeled A through Z. These buttons allow the panel to control the speed of the pressure change.

An increase in pressure is maintained at a constant rate of one atmosphere per minute, decreasing pressure takes longer. All personnel carry a personal Gas Tension Monitor which displays a letter showing how long they have been in the high pressured atmosphere. The corresponding letter button must be pushed on the panel so the pressure decrease rate is slow enough to prevent the fatal consequences of rapid decompression (see **Hyperbaric Considerations** section.)

The inter-locks in the elevator shafts work in a similar manner to those in the corridors, except that in this case, both elevators are enclosed in the inter-lock.

Life-Support

All systems needed to sustain life are fully supplied by the facilities within the fortress or are readily available from the marine environment.

Power: The large turbine at the end of the corridor system provides all the power for the fortress. Heat

released by the volcano at the bottom of the trench warms the water, which rises in a strong upward swelling and turns the turbine generating electricity.

The electrical power generated by this turbine is carried by large power lines to the rest of the fortress. These power lines run through the service cores of the corridors and the elevator shafts. Extra power is stored in cells for emergency back-up. The emergency power source storage cells are located in each of the living quarters towers, the laboratory complex and the Command and Control Center.

Fresh Water: Fresh water is obtained through a process called reverse osmosis. Osmosis is the process by which small molecules slowly pass through a given material. A common example is a balloon. Over several days, the balloon begins to deflate as the small molecules of air inside seep through the permeable membrane of the balloon. A permeable membrane is any substance that has enough space between its molecules to allow smaller molecules to pass through.

The deep trench umbilical has a 1000 feet rigid tube. This tube runs from the bottom of the laboratory complex. A semi-permeable membrane is stretched over the bottom of the tube. A vacuum is created in the tube, forcing the water at the bottom of the tube to pass through the membrane to compensate.

The small water molecules pass through the membrane but it prevents the larger salt molecules from entering the tube. This fresh water is then drawn up to be distributed throughout the fortress by an electric pump.

The fresh water is distributed to the various parts of the fortress via the pipes running through the service cores of the corridors and elevator shafts. There are back-up storage tanks in each of the living quarters towers and in the Command and Control Center.

Food: There are two main sources of food for the fortress: aquaculture and hydroponics.

Aquaculture involves raising fish in an enclosed environment so they may be easily collected for food, like herding cattle. The process includes feeding the fish and providing all requirements for breeding to ensure an ongoing supply. Hydroponics is the growing of plants with nutrient rich water and no active soil. A variety of plants are raised in this fashion.

Heat: The deep trench umbilical has a pipe carrying hot water from the vicinity of the volcano up to the fortress, where it is circulated through the structure. A series of heat sensors and automatic thermostats control the flow of this hot water in order to maintain a comfortable temperature at all times.

Once this water has been used and has lost most of its useful heat energy in the heat exchangers, it is pumped out to wash over the aquaculture cages. Its residual heat content ensures a hospitable environment for the fish being raised there.

Light: The source of light in the fortress is a form of bioluminescence, the emission of light by living organisms. Normally, the light given off by this process is of a green color and is not very bright. One project in the laboratory complex has been to develop a form of microscopic life that is photo-luminescent in a variety of wavelengths (thus providing normal white light) and at a much higher intensity.

There is a system of conduits throughout the fortress, filled with sea water containing these microscopic creatures. By turning on a light switch, a small voltage is applied across the sides of these conduits which stimulates the bioluminescence. These conduits are approximately two feet in diameter.

Oxygen: The oxygen for the fortress is acquired by the electrolysis of sea water. This process relies on a pair of exposed electrodes at the bottom of the deep trench umbilical, with a large voltage between them. The positive electrode is directly under the umbilical, and the negative electrode is located under a series of holding tanks or pods.

The resulting current splits the water molecule into hydrogen and oxygen atoms. The hydrogen atoms migrate towards the negative electrode, and the oxygen atoms migrate towards the positive electrode. As these atoms collect near the electrodes, they combine and form bubbles. Since the positive electrode is directly under the umbilical, the oxygen gas is free to rise in the umbilical until it reaches the laboratory facilities in the fortress where it is collected. The hydrogen is compressed and stored in containers at the bottom of the umbilical, any excess is released and floats to the the surface.

In addition to breathing purposes, the collected oxygen is also used in the aquaculture and hydroponics facilities, for the various diving rigs and underwater vehicles, and is used along with the collected hydrogen for the manufacture of the defense system known as Fire-Flies (see **Defense**).

Since oxygen is the only gas used up by breathing, it is the only gas that must be replaced in the fortress atmosphere. The other gases (nitrogen, helium, etc.) are inactive and can be "scrubbed" and recycled into the atmosphere.

The one atmosphere areas of the fortress use a forced-air circulation system. After the air has been breathed, it is forced through the return air ducts, where the excess carbon dioxide and water vapor are filtered out along with any particulate matter, such as dust. The collected oxygen is added to this clean air and recycled to the living quarters. A series of sensors monitor the level of oxygen and adds more oxygen as needed to maintain the normal concentration for breathing.

The high pressure areas require a special breathing mixture of oxygen, nitrogen and helium. In order to prevent oxygen poisoning or nitrogen narcosis at these greater pressures, the amount of these gases in the atmosphere must be reduced. This is accomplished by adding helium gas until the proper proportions are achieved, (for this depth, 600 feet, these proportions are 1 per cent oxygen, 4 per cent nitrogen and 95 per cent helium). The system is similar to the one atmosphere system except that there is also a sensor for the nitrogen gas and helium gas, to ensure that these proportions remain within safe limits. The most noticeable effects of breathing this mixture are a higher pitched voice and tendency to sound a bit like Donald Duck.

Command and Control

The Command and Control Center has four levels. The top level houses the escape mode capabilities. The second level contains the Command Center and the Combat Coordination Center, the Life-Support Monitoring System and the Communications Systems Network hub. The third level includes the Perimeter Surveillance and Intrusion Monitoring System, the Exo-Skeleton Integrity Monitoring System and the Administration Complex. The fourth level is simply a storage area.

Exo-Skeleton Integrity Monitor: Pressure sensors throughout the entire complex to monitor the status of the exo-skeleton (that is, the shell of the fortress). The control panel contains a detailed outline of the structure. If a breach should occur anywhere, that section will glow red and those isolated sections will glow blue. Each area has a switch that allows the operator to isolate it at any time. A second bank of switches can be used to flood or drain a particular section.

Life-Support Sub-Systems Monitor: This system monitors and controls power, heat, light, breathing mixtures, and the reserves of stored electrical power, food, fresh water and oxygen.

The power panel has a bank of meters showing the current level of the storage batteries in each area. In addition, there are switches which can cut off the power supply to any area. There is also a meter which gives the level of the power being produced by the generator.

The heat monitoring meters show the current temperature of each section of the fortress. There is also a bank of controls to adjust the levels in each of these sections.

The lighting monitor merely reports the status of the density of the organisms in the lighting system, not the level of light for a given room. Each room has its own controls for illumination. The density of the organisms can be increased and decreased from the control center, thus regulating the maximum possible light level.

Two stations monitor the breathing mixtures, one for the one atmosphere system and another for the ambient pressure system. The gauges constantly report the levels of the various gases in the breathing mixtures. From this panel, the operator can alter the proportions

Command and Control Center
Level 2

■ =Door

⟷ =5 feet

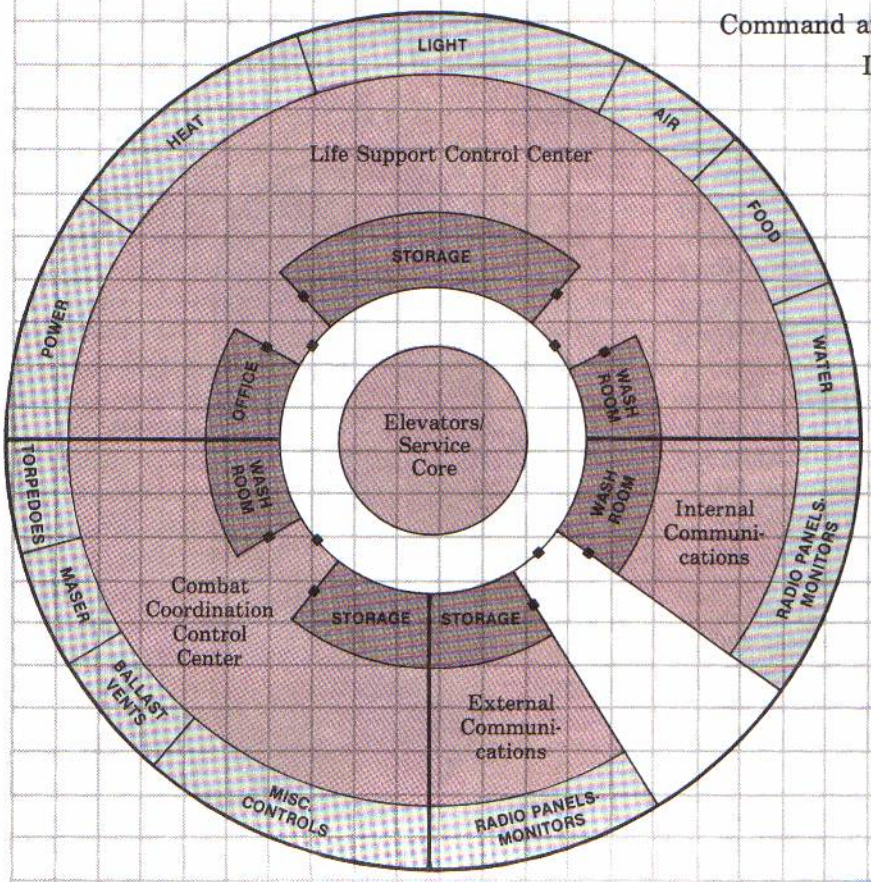


Diagram – 1

Level 3

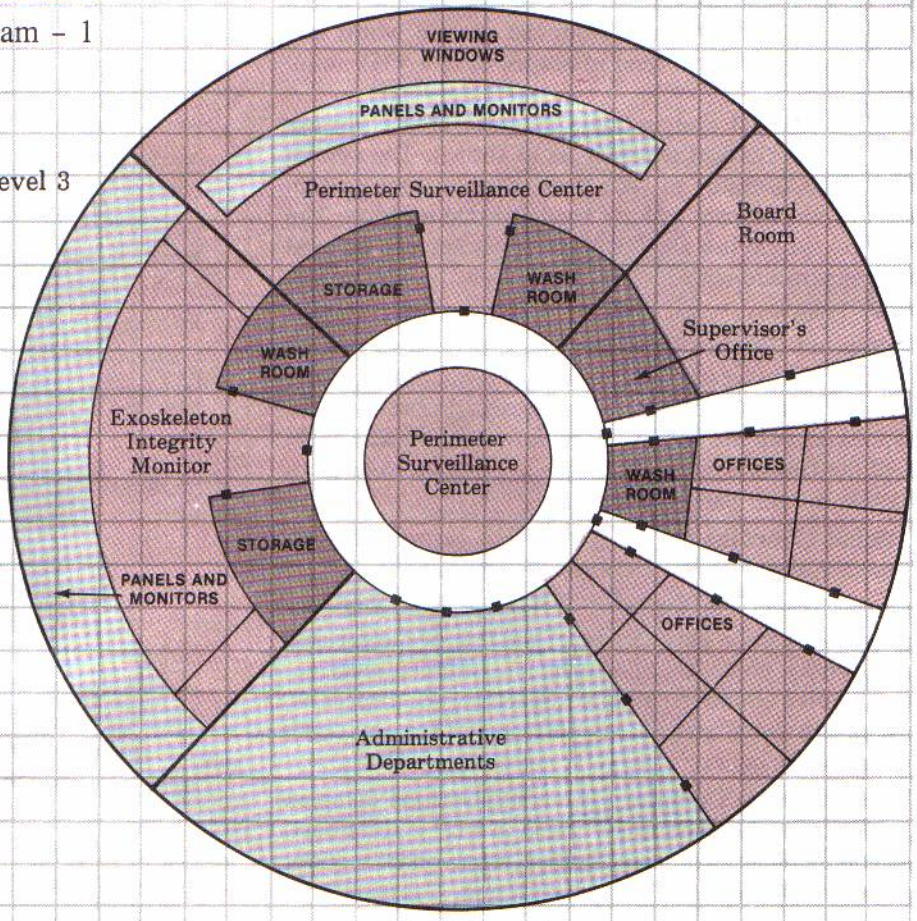


Diagram – 2

of these gases. There is, in addition, a monitor in each section which gives the level of reserve oxygen available and the level of the oxygen tanks for the Fire Flies system (see **Defense**).

There are several sensors in the hydroponics and aquaculture areas which report the various statuses of these systems. A series of controls allow the operator to regulate oxygen, heat, and other life support functions to these facilities. There is a sensor in the fresh water system which indicates the amount of fresh water available, and a control panel which can be used to shut off the distribution if desired.

Perimeter Surveillance and Intrusion Monitor: This system alerts the operator of anyone or anything moving towards the fortress within a distance of one mile by using a passive sonar system. This system only listens for sounds in the water, unlike an active sonar system which sends out a sound wave and then listens for the echo. In this way, the system does not generate any extra noise that can be detected. Once an intrusion has been detected, one of several cameras will be brought to bear and a picture shown on the appropriate monitor. The operator may manually control any one of the cameras to pan in any direction and zoom in on objects up to a quarter mile away.

Communications Systems Network: There are two major systems, an internal communications network (to the various inter-locks) and an external system, which monitors all radio signals from the outside world and provides capability to send messages over a VHF radio link.

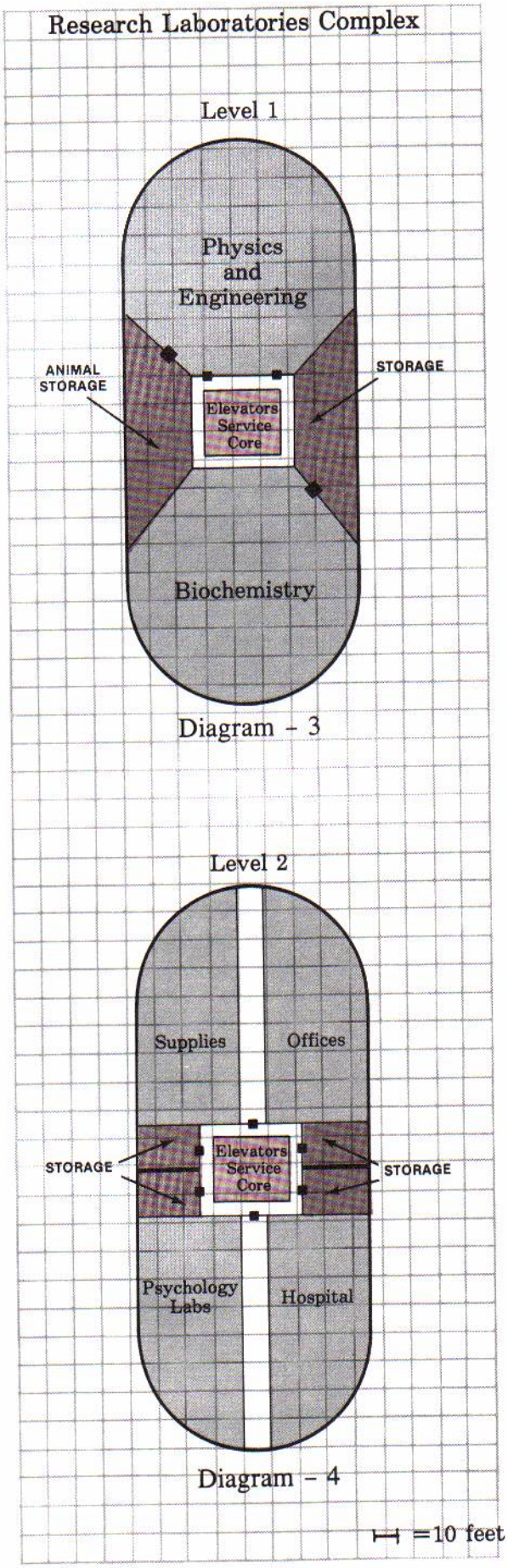
The internal system has a diagram of the fortress with the positions of the inter-locks shown. The system allows the operator to take over the inter-lock system and to communicate with personnel at that location. The external system has a series of stations, and can be used to communicate with surface installations or with underwater vehicles.

Command Center: The Command Center has a section for the ballast vents, which allows any number of the several ballast tank vents to be blown. Depressing the buttons allows the associated ballast tanks to be vented until the button is released. A gauge gives the volume of air left in each ballast tank.

Combat Coordination Center: These systems are discussed in detail in the **Defense** section.

Escape Mode: The top level of the command and control center can be blasted free of the rest of the fortress to become a completely self-contained mini-submarine, with its own communication system, forward torpedoes, propulsion units, and life-support system for any depth for up to 48 hours.

Administration Complex: The administration complex contains all utilities normally found in a large scale business. It includes a computer section, a personnel section, a financial section and a supply section.



Laboratories

In keeping with his desire for scientific knowledge, Cartesia has dedicated a good deal of the fortress to research of varying kinds. The research is being conducted in the four-level lab complex that hangs below the main corridor. The top two levels are at one atmosphere while the bottom two are at ambient pressure. The layouts of the various levels are shown in Diagrams 3—6 inclusive.

Oceanography Lab: This lab is involved in the study of the ocean environment. Experiments are being conducted on current and tide movement, the effect and detection of salinity and temperature gradients and the effect of the oceans on weather patterns. In addition, there is research into extracting such minerals as gold from sea water and the erosion of the continental shelves.

Physics Lab: The engineering department and lab personnel are responsible for the development of most of the defense systems including the maser defense system, Archimedes' Plunge and Fire Flies. This section also maintains and improves fortress construction, the deep trench umbilical systems and the life-support systems (heat, power, air).

Biochemistry Lab: The studies of the effects of the underwater environment on the human body are considered very valuable by the inhabitants of the fortress. The lab technicians conduct research on breathing mixtures for ambient pressures. They devise new methods of dealing with decompression sickness and hypothermia and monitor the fortress inhabitants for malnutrition and diseases and the adverse effects of the lack of direct sunlight on human anatomy.

Marine Biology Lab: The biology lab conducts experiments in all aspects of the marine environment. They investigate the training and behavior of intelligent marine mammals and carnivorous fish. A sub section of this department maintains and develops the hydroponics and aquaculture systems.

Psychology Labs: The psychology labs are perhaps the most extensive in the complex. The lab personnel are always conducting tests and evaluations pertaining to the effects of high pressure environments and underwater living on the fortress inhabitants. They are also concerned with the effects of living in such a closed environment. A few are delving into the areas of drugs and interrogation techniques that Cartesia can use to extract information from kidnapped scientists more effectively.

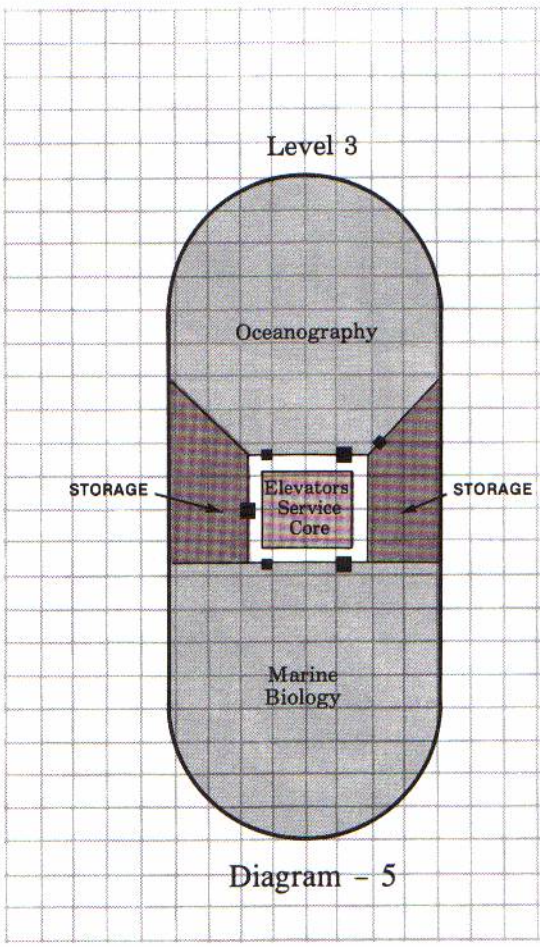


Diagram - 5

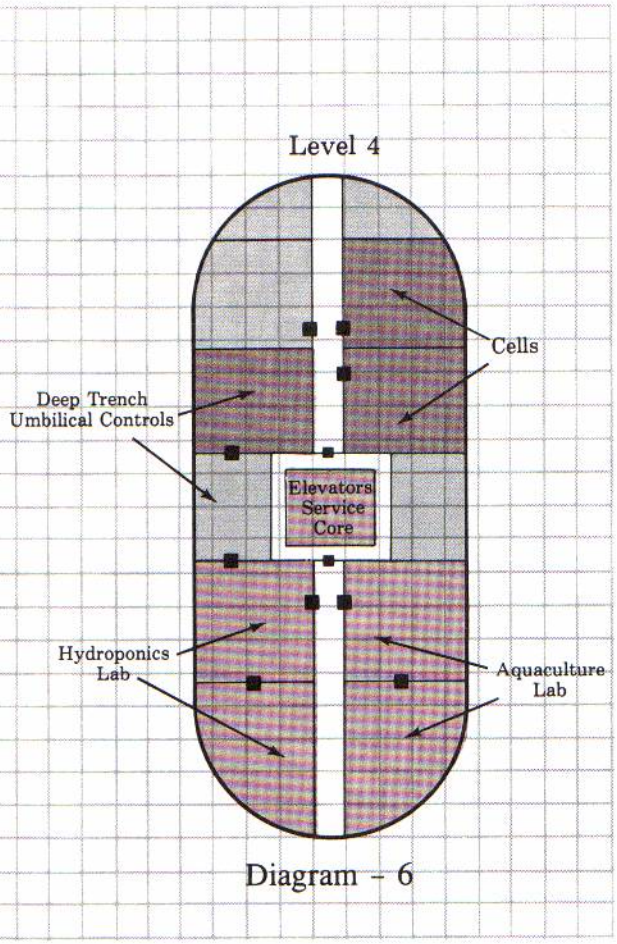


Diagram - 6

Living Quarters

As mentioned previously, the living quarters are in the two vertical towers. One tower is kept at one atmosphere pressure and the other at ambient pressure. The structure of the two are identical and have the following layout.

Sleeping Quarters: Aside from two floors of one tower that are Cartesia's quarters and guest rooms, the top 5 floors (Diagram 9) have the identical layout with separate apartments where the administration and lab personnel live. The next two floors (Diagram 10) have barracks-style accommodations. The guards and maintenance personnel reside here.

Mess: The mess facilities and other service areas are located on levels 8, 9, and 10 (Diagrams 11, 12 and 13).

Prison Cells and Interrogation: The detention cells (Diagram 14) used for these purposes are on level 11. The gas mixtures in the interrogation cells can be altered to cause oxygen poisoning, decompression sickness and nitrogen narcosis (see the chapter on **Hyperbaric Considerations**).

Sanitation and Waste: All waste products and sanitation disposal is carried through the deep trench umbilical to the extinct volcano at the foot of the trench. Here it is pumped into the molten core of the volcano where it is burned.

Recreational Facilities: There are several recreational opportunities available within the living quarters themselves. These include libraries, movie theatres and con-

Living Tower

B=Bedroom
BA=Bathroom
D=Den
L=Living Area
K=Kitchen

=5 feet

Level 1 — Cartesia's Suite

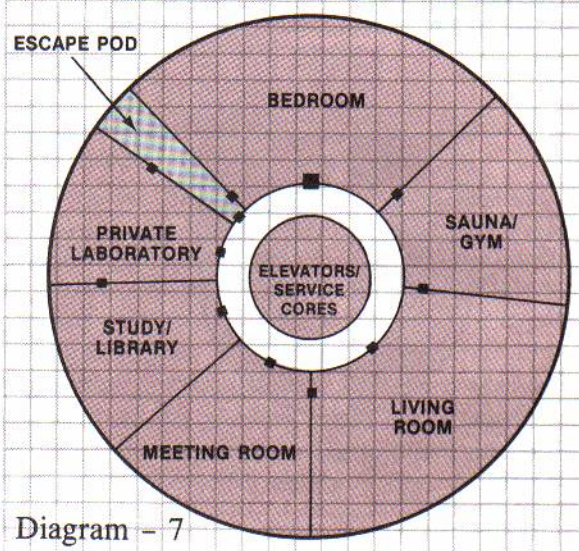


Diagram - 7

Level 2 — Guest Quarters

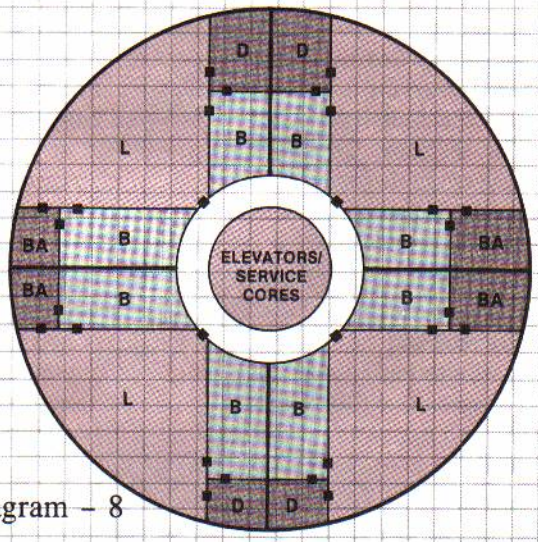


Diagram - 8

Levels 3 - 5 — Technicians' Apartments

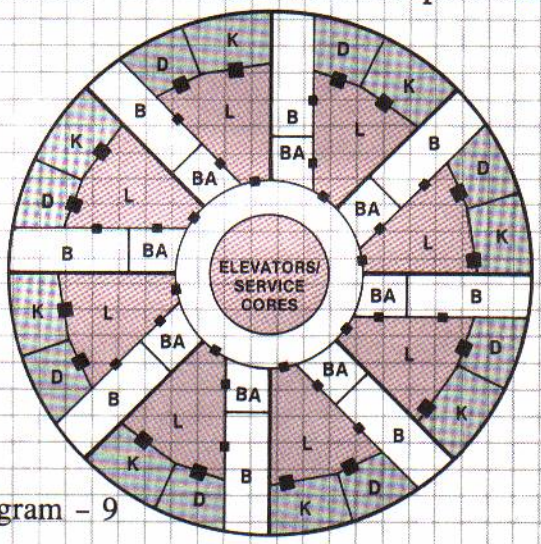


Diagram - 9

Levels 6 - 7 — Barracks

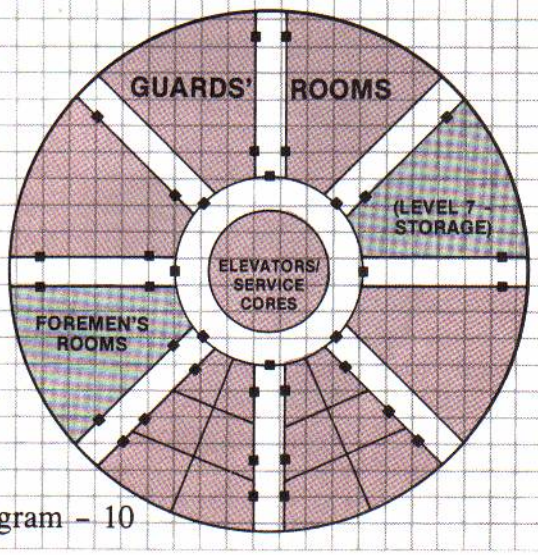


Diagram - 10

ventional sports facilities such as a gymnasium, running tracks and squash courts. Obviously, the sport of scuba diving has become very popular.

Due to the depth of the fortress, one cannot scuba dive from the surface down to the fortress or vice versa. Anyone who has been through the pressurizing procedure may don scuba gear, filled with a special breathing mixture, and leave the fortress. The pressure of the sea water makes movement slow but not impossible. Wet suits and insulating undergarments must be worn in order to prevent harm from the extreme water temperatures.

There are also some substitutes for familiar pastimes. Alcohol is not allowed within this facility, nor is it needed. A catharsis chamber has been set up in which workers may experience the euphoric effects of nitrogen narcosis without any hazard. This has many of the benefits and almost none of the drawbacks of an alcohol induced sensation of euphoria. Nitrogen narcosis can be maintained almost indefinitely without losing consciousness and with no adverse physical effects. The symptoms disappear immediately and completely upon a return to normal breathing gas mixtures, there is no accompanying dehydration and no nausea or hangover.

A more active pastime is the re-invention (or rather the re-definition) of water polo. In this version, the players, in scuba gear, are riding open cock-pit one-man minisubs. Mounted on the front of these minisubs is a small cup-shaped probe on the end of a long flexible tube. The player maneuvers his mini-sub so as to push a neutrally buoyant metallic ball with the cup shaped probe. The object is to score a goal which is accomplished by moving the ball through a ring which is 10 feet in diameter. This ring has a metal detector which can pick up the presence of the metallic ball to deter cheating.

Level 8 — Mess Hall/Recreation Center

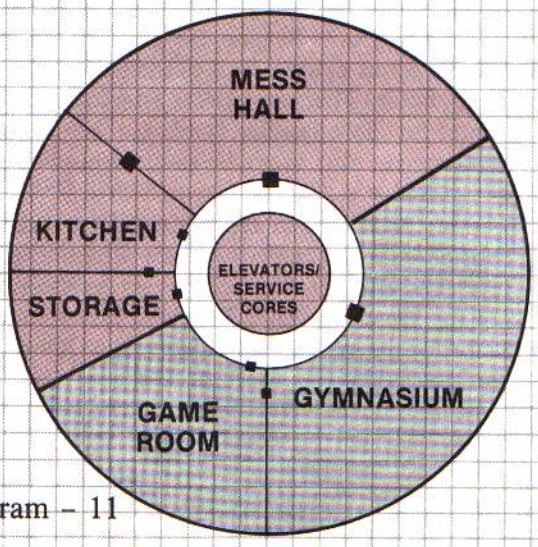


Diagram – 11

Level 9 — Library/Theater

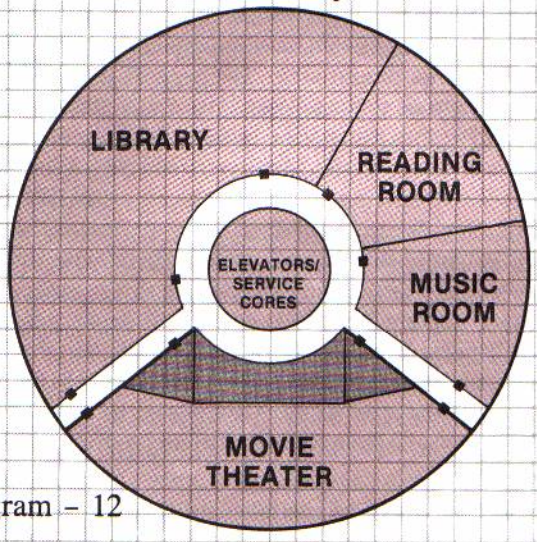


Diagram – 12

Level 10 — Catharsis Center

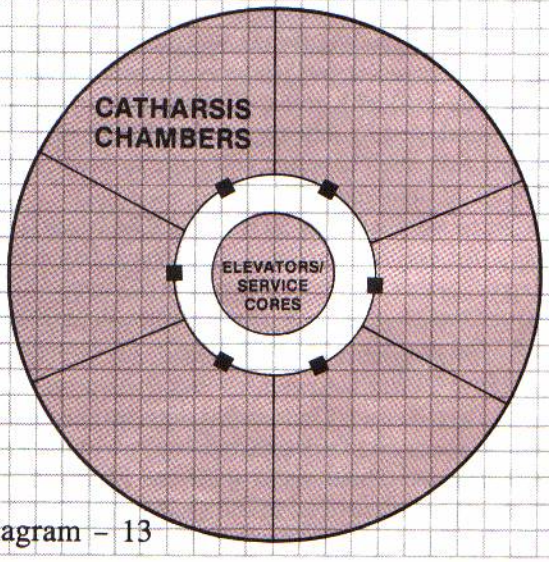


Diagram – 13

Level 11 — Detention/Interrogation Cells

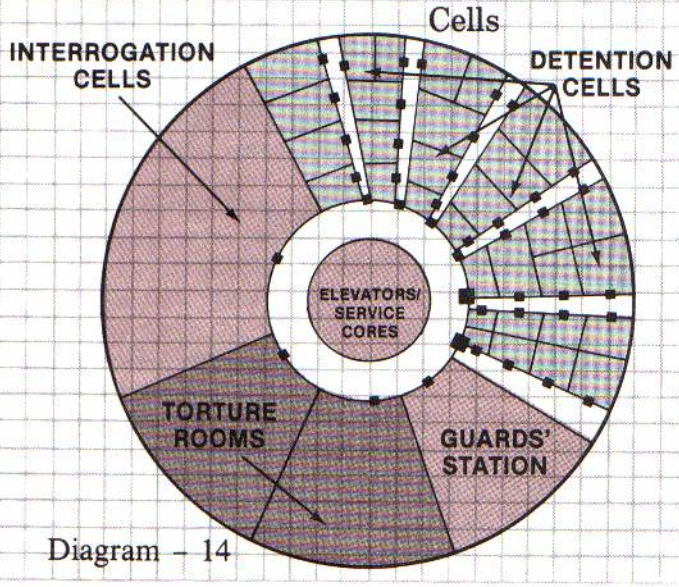


Diagram – 14

Defenses

The fortress has a full range of offensive and defensive capabilities starting with the fortress guards. Their most important characteristics and skills are:

STR: 8 **DEX:** 8 **WIL:** 9 **PER:** 7 **INT:** 5

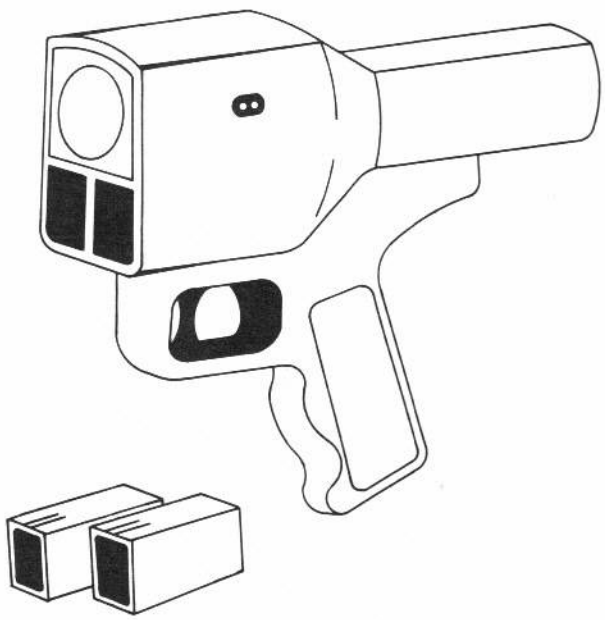
SKILLS (SKILL LEVEL/PRIMARY CHANCE)
Boating (8/15), Demolitions (7/12), Diving (6/14), Fire Combat
(8/15), Hand-to-Hand Combat (8/16), Stealth (8/17)

SPEED: 1
HAND-TO-HAND DAMAGE CLASS: A
STAMINA: 28 hours
RUNNING/SWIMMING: 25 minutes
CARRYING: 101-150 lbs
SURVIVAL POINTS: 3
WEAPON: Taser

TASER

This unlikely looking weapon seems to be a sealed beam flashlight with a pistol grip. In fact, it is a highly sophisticated weapon. The taser does not shoot bullets or poison darts. Instead two electrode darts are fired. When they both hit the victim, an electric current is created which renders the victim senseless with no danger of killing.

The drawback to the weapon is that the electrode darts are connected to the taser by wires which carry the current from the taser's power pack to the victim. These wires can only extend 15 feet so the target must be at Close Range or within 10 feet, which is Hand-To-Hand Combat Range. To reload a taser, the two cartridges that held the barbs must be ejected and new ones inserted.



PM	S/R	AMMO	DC	CLOSE	LONG
0	1	1	na	na	na

CON	JAM	DRAW	RL	COST
+3	99	0	4	300

The taser is a safe weapon for use in the fortress. Bullets or harpoons could result in irreparable harm to the polymer walls. The taser makes an excellent defensive weapon for close quarter combat.

The taser can also function as a flashlight for the guards.

The taser does no damage per se. Any successful roll is considered a hit. The target must be within 10 feet of the firer. The effects of the taser are as per the Knockout rules for Hand-To-Hand Combat, except that the Ease Factor for the WIL roll is *equal* to the Quality Rating of the attack, not two times it. The taser carried by Bartheleme does not have the flashlight attachment so its CON is 0.

BIOLOGICAL DEFENSES

In addition to the guards, the fortress employs some of the ocean's own denizens to ward off invaders.

The Sea Wasp: This jelly-fish feeds by paralyzing its victims with poison from its thin tentacles, then drawing the prey into its mouth area. The type of jelly-fish used here is known as the sea wasp. Normally found only in the South Pacific, the marine biology lab has adapted the species to survive in the Mediterranean Sea. (See the *Q Manual* for details on the poison from a Sea Wasp.)

The Sea Wasp cannot make a deliberate attack, since it is barely mobile and usually floats with the current. If a character is being attacked in this manner, have the player make a PER roll, or a Sixth Sense roll if the PER roll fails. If either roll is successful, the character has noticed the jellyfish and can swim away. If the rolls fail, the character is stung. Obviously, to swim away, the character will have to break off any activity he is involved with.

Sharks: Caged sharks can also be released. When the cages are opened, a stream of blood is released into the water to cause the sharks to go into a feeding frenzy and attack anything that moves.

A shark in a feeding frenzy will attack anything that moves. The character can try to avoid being noticed by the shark by a Stealth roll (−2 Ease Factor modifier) with the shark getting any appropriate PER rolls. To attempt this roll, the character will have to break off any activity he is involved with.

Assume the shark has STR: 15, PER: 10, WIL: 13, Speed: 1 for combat purposes. The shark has a Hand-To-Hand Combat Primary Chance of 20 and a Diving Primary Chance of 25. A shark's Bite does Damage Class F. The shark's tough skin reduces all damage done to it by two levels.

Combat Dive Team: The combat dive team are divers in the one man, open cockpit mini-subs equipped with large spearguns. These spear guns are identical to the Heavy Speargun described in the *Q Manual*. The divers carry knives and hand-held spearguns tipped with tran-

quilizers or poison (your choice). The small spearguns Attributes are:

PM	S/R	AMMO	DC	CLOSE	LONG
0	1	1	E	0-2	6-9

CON	JAM	DRAW	RL	COST
na	99	−1	3	150

The diver's characteristics and skills can be determined using the Guards and Soldiers Table in the NPC chapter of the *James Bond 007* Basic Game book. The Attributes for the mini-sub can be found in the **Equipment** section of this chapter.

MECHANICAL DEFENSES

In addition to the bio-defenses, the fortress employs some highly sophisticated defense mechanisms.

Ballast Vents: This is a system of air tanks along the bottom of every part of the fortress. When activated, these air tanks allow air to escape slowly through a highly viscous fluid. This viscous fluid forces the air to form large bubbles. These large bubbles slide along the side of the fortress as they ascend in the water, until they reach the upper limits of the structure, break free, and head for the surface.

The purpose of this system is to remove any invaders from the outside of the fortress. The large air bubbles, as they slide up the sides of the fortress, pick up anything removable and drag it along as they head to the surface. This includes divers or small submarines. The secret to this system is that the viscous fluid adheres to anything it touches and prevents the bubble from breaking up.

Any character clinging to the outside of the fortress must make a STR roll (−2 Ease Factor modifier). If the character is in a vehicle he must make a Boating skill roll (−3 Ease Factor modifier). If the roll fails, the character or vehicle is swept to the surface. Any unmanned vehicle is automatically swept to the surface. If the characters are not in a pressurized suit or environment, they will suffer the effects of rapid decompression (see **Hyperbaric Considerations**).

Maser Ring: There are a number of maser projectors scattered around the fortress. Their purpose is to project a coherent sound wave in a specific direction (much in the fashion as a laser is coherent light). The frequency of this sound wave can be varied to affect more than one type of target (humans and animals as opposed to structures and vehicles).

The effects of this system vary. When used against a structure or a vehicle, a resonance condition is set up in which the object starts to vibrate with the same frequency as the maser until the structure is weakened and is destroyed. When used against people or animals, the frequency is adjusted so that the sound causes extreme pain and eventually damages the inner ear organs controlling such functions as equilibrium or balance. Panic is the normal result of this damage, and death is the extreme result.

When used on a vehicle, the vehicle will break up in a number of rounds equal to its Structure Points. When used on a character, the character must make a WIL roll (Ease Factor modifier up to you, based on the intensity of the waves) or fall unconscious as per the Knockout rules. If the beam is continued, the character's bones and internal organs will break and burst resulting in death.

Torpedoes: The torpedoes can be fired manually or automatically. The problem with automatic control is that the system is completely unable to identify friend from foe. Thus, if the system is on full automatic, the torpedo system will fire at anything which moves within its field of fire (this includes animals, divers or vehicles).

The torpedoes are triggered by proximity fuses. Once the torpedo is fired and safely away from the fortress, it will detonate as soon as it gets within ten feet of any object. The torpedo does Area Damage L. It has no internal guidance or targeting system.

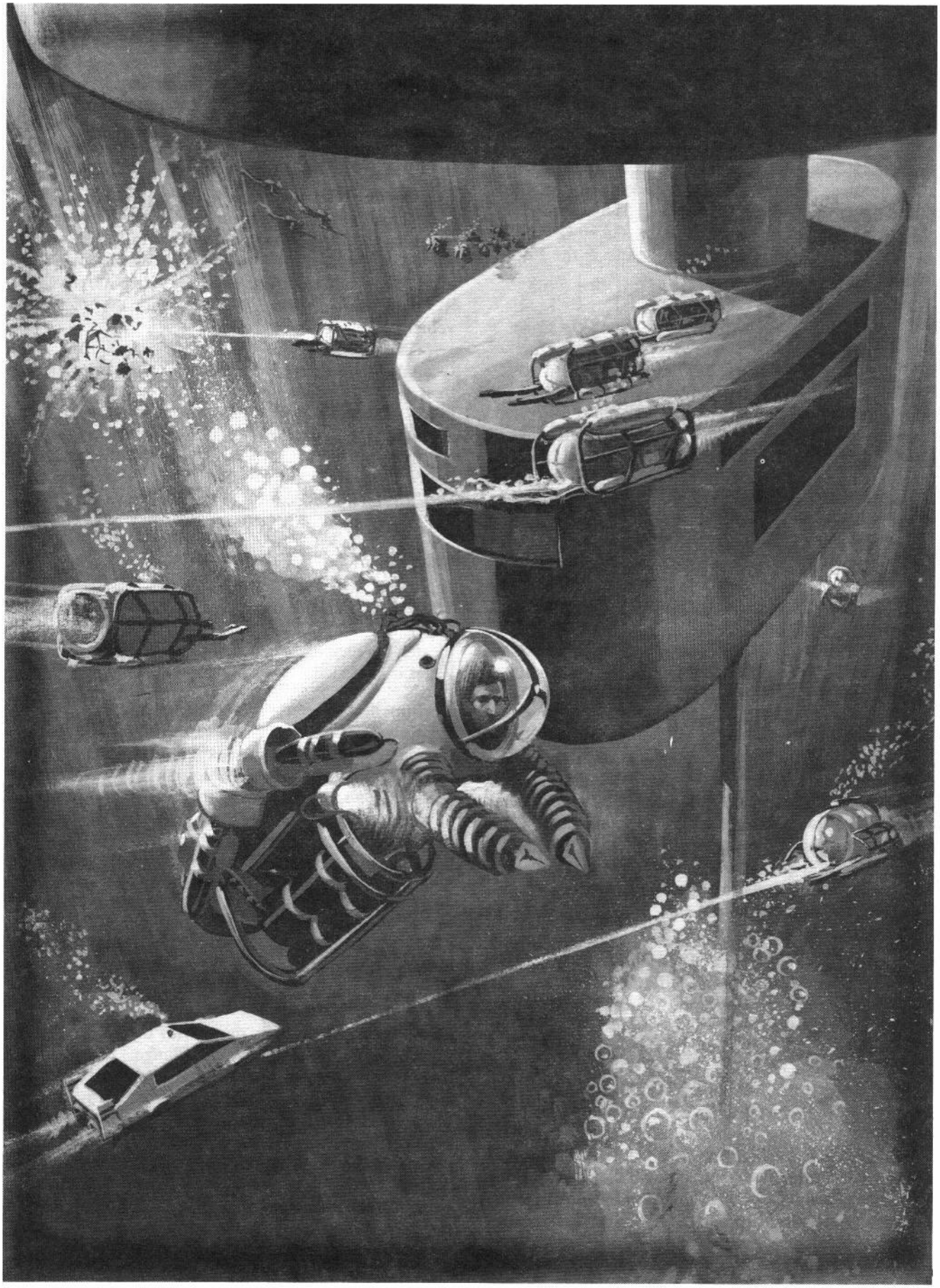
To avoid being caught in the blast, a character must notice the approaching torpedo by successfully making a PER roll. If successful, the character then gets a Boating or Diving Skill roll, depending on whether he is in a vehicle or not. If this second roll is a Quality Rating 1 or 2, the character got out of range of the torpedo's explosion. A Quality Rating 3 means the character got 31-40 feet from the explosion. A Quality Rating of 4 means he only got 21-30 feet away. A Failure result indicates the character was within 20 feet of the torpedo when it exploded.

Archimedes' Plunge: The hydrogen resulting from the electrolysis of water is stored at the bottom of the deep trench umbilical. Archimedes' Plunge occurs when a large volume of this compressed hydrogen gas is released is a steady stream lasting for about 30 seconds, at which time it is abruptly cut off. The hydrogen gas floats towards the surface, expanding in volume and breaking up into smaller and smaller bubbles. By the time it reaches the fortress, it has formed into a column of air. Any diver or vehicle caught in this column will plunge down to a depth where they will be crushed.

A successful Diving skill roll (−2 Ease factor modifier) or a Boating skill roll (−2 Ease Factor modifier) if in a vehicle, means the character avoided the air column.

Fire Flies: This system starts with the release of hydrogen as in the Archimedes' Plunge. However, the hydrogen bubbles are held together with the same viscous fluid used in the ballast tank venting system. As they reach the level of the fortress, small missiles are fired at the rising bubbles. The missiles contain a canister of compressed oxygen and an ignition system. As soon as a missile encounters a hydrogen bubble, the oxygen gas is released and the ignition mechanism is fired, exploding the oxygen and hydrogen.

The resulting explosions resemble an underwater version of anti-aircraft flak guns. The explosions are



severe enough to cause heavy damage to vehicles and death to any diver close enough to encounter the shock waves.

Using the operator's Fire Combat Primary Chance, roll once per round to determine what, if any, damage is done to a character. The overall damage from the exploding bubbles is considered Area Damage K. The characters can avoid being caught in the explosions using the same mechanic as described for avoiding the torpedo explosion, above.

Equipment

The various specialized pieces of gear that are required to function safely in the underwater environment are detailed in the following subsections. All equipment is stored in the equipment bay area just below the command and control center.

Free Divers: The term free divers means that all equipment is being carried on the diver's body, there is no physical link to the fortress. The divers usually wear a dry suit or wet suit (for warmth), and a helmet and gas supply. This system is similar to that of the fortress in that it recycles the breathing gases, filtering out the carbon dioxide and water vapor and adding oxygen, helium or nitrogen as the monitors indicate.

Umbilical Divers: As the name suggests, these divers are attached to the fortress with an umbilical cable. This cable will serve several purposes: it provides a breathing source for the diver; it provides for hot water to be pumped through the divers suit, thus providing thermal protection; it provides a communications link; and it is a safety line.

The breathing source is pumped to the diver and once breathed, it is not recycled, but it is vented to the outside, eliminating the need for a monitoring system. There are several disadvantages, though. The air supply can be easily cut off by accident or intentionally by interfering with the umbilical. If the valve which allows the gas to enter the diver's helmet malfunctions and allows air to travel back along the umbilical towards the fortress then the diver will start to asphyxiate. If the valve allowing gas to escape to the outside water should fail and water begins to enter the suit, then the diver may drown; if that same valve should fail and prevent the gas from escaping, then the diver's suit will be over-inflated by the gas and will cause a blow-up (this causes the diver to become extremely buoyant and rush to the surface — causing an extreme case of decompression sickness).

The hot water being pumped to the diver helps to keep him warm and prevent hypothermia. If the regulation of this system should become defective, the diver would quickly suffer from hypothermia (if the water were too cold), or from burns and scalding (if the water were too hot).

One Atmosphere Divers: A one atmosphere diver is a form of diving armor that maintains an interior pressure equal to that of sea level while the exterior pressure may be many times greater. These suits contain their own life support systems, usually lasting for about 72 hours.

There are two main types of diving armor at the fortress: the JIM suit (named after its inventor) and the Hornet.

The JIM suit is made of magnesium aluminum alloy so it is considered armored to Level II. Since the JIM augments strength mechanically is has a STR of 15 and does Damage Class C, but the suit is bulky so Speed is 1. Its Attributes are:

PM	RED	CRUS	MAX	RGE	FCE	STR
0	na	na	na	na	0	1

The diver may make any kind of attack. In the case of a Restrain, the victim has an additional −2 Ease Factor modifier to a Release because of the mechanical nature of the hold.

The JIM has a retractable knife on each manipulator (arm). These knives give a +1 to the Damage Class and have a 0 Performance Modifier.

The JIM also may have four compressed gas harpoon guns attached to the manipulators. The Attributes for each speargun are:

PM	S/R	AMMO	DC	CLOSE	LONG
0	1	1	G	0-4	10-18

CON	JAM	DRAW
na	99	−2

The spearguns are controlled by the operator using his Diving skill.

The Hornet is a more mobile armor suit. The wearer of the JIM armor either walks along the bottom or must be towed. The Hornet is more independent having six propellers that can move it in any direction. It as as armored as the JIM and can be similarly armed. The Attributes for the Hornet are:

PM	RED	CRUS	MAX	RGE	FCE	STR
0	6	1	3	15	0	1

Remotes and Waldos: Remotes are vehicles which are unmanned and controlled by remote control, either through a trailing wire or through a radio link. Waldos are mechanical manipulators which emulate the human hand and are also controlled remotely.

One Atmosphere Lock-ons: The one atmosphere lock-ons are used to link one atmosphere vessels such as submarines with the one atmosphere portion of the fortress. These have been described earlier.

High Pressure Lock-outs: High pressure lock-outs are used to allow access to the water for divers at ambient pressure. They have been described in the **Structure** section of this chapter.

Recompression Chambers: Recompression chambers are used to treat cases of decompression sickness (bends). The pressure in the chamber is increased until it reaches the point where the symptoms of the bends disappear, and then the pressure is reduced gradually until the diver is again at one atmosphere of pressure. This gradual process allows the diver to rid his body of excess gas without problems and may take up to 3 days to complete, depending on the differences in pressure.

Hyperbaric Considerations

Living at pressures greater than one atmosphere can result in complications, some of them deadly. Characters or NPCs who dive to great depths or stay under great pressure for any length of time are susceptible to them.

Decompression Sickness: This is also called the bends or "Caisson Disease." It is a result of staying under pressure for too long and then coming back to a reduced pressure environment without adequate decompression.

While under pressure, inert gases such as nitrogen are absorbed by the body tissues. When the pressure is reduced, the gas is passed into the blood stream which takes it back to the lungs to be expelled normally. However, if the diver has been under pressure so long that there is a large amount of gas in his body, when the pressure is reduced, the gas comes out of solution so quickly that the blood stream cannot transport it all back to the lungs quickly enough. The excess gas in the blood stream forms bubbles which then get caught in the circulation system and give rise to the symptoms of the bends.

The symptoms are itchy skin rash, pain in the joints, pinched nerves, central nervous system disorders and in extreme cases, unconsciousness. Without treatment in a recompression chamber, the long term results may be permanent, such as crippling paralysis. The recompression chamber allows the pressure to be increased so that the bubbles shrink again and the pressure can be slowly decreased to allow the bloodstream to vent the gas.

Burst Lung Syndrome: Burst lung syndrome occurs when a diver ascends while holding his breath. The air in his lungs will expand as he ascends and cause the lung tissue to rupture. The air bubbles enter the body from the lungs and can cause one of four possible maladies: Subcutaneous Emphysema, Mediastinal Emphysema, pneumothoraxes and air embolisms.

Subcutaneous Emphysema is when air gets trapped beneath the skin, causes a series of bubbles to appear around chest and neck. There may be a slight change in voice due to pressure on the larynx. This is not a serious problem and no treatment is required.

Mediastinal Emphysema is a little more serious. Air gets trapped in the area surrounding the heart and lungs and windpipe, there is a pain in the chest, cyanosis (blue tinge to the skin) due to lack of oxygen, and unconsciousness. The victim requires immediate recompression, and then gradual decompression.

In the case of a pneumothorax, the air gets trapped between the lungs and the pleural lining, causing the lung (or lungs) to collapse. There is pain and cyanosis; the physician must remove the trapped air.

Air embolisms are almost always fatal. Air enters the blood stream, is transported to the brain and cuts off blood supply to the brain. Requires recompression within a few minutes to ensure survival. The victim is quite often dead before he reaches the surface.

Nitrogen Narcosis: This is a result of a higher partial pressure of nitrogen in the breathing medium. It causes a feeling of euphoria and makes it impossible to act sensibly. These symptoms can be overcome with experience, but are dangerous to the novice. The effects of the nitrogen disappear immediately and completely when the pressure is reduced.

Oxygen Poisoning: Oxygen poisoning occurs when the partial pressure of oxygen becomes too high. It causes convulsions and loss of motor control.

Hypercapnea: This is an excess of carbon dioxide in the breathing gas. It causes unconsciousness.

Hypothermia: This is a lowered body core temperature, something which easily occurs in the water. It causes shivering, then loss of motor control, then memory lapses and hallucinations. Shortly thereafter, the shivering stops and unconsciousness follows.

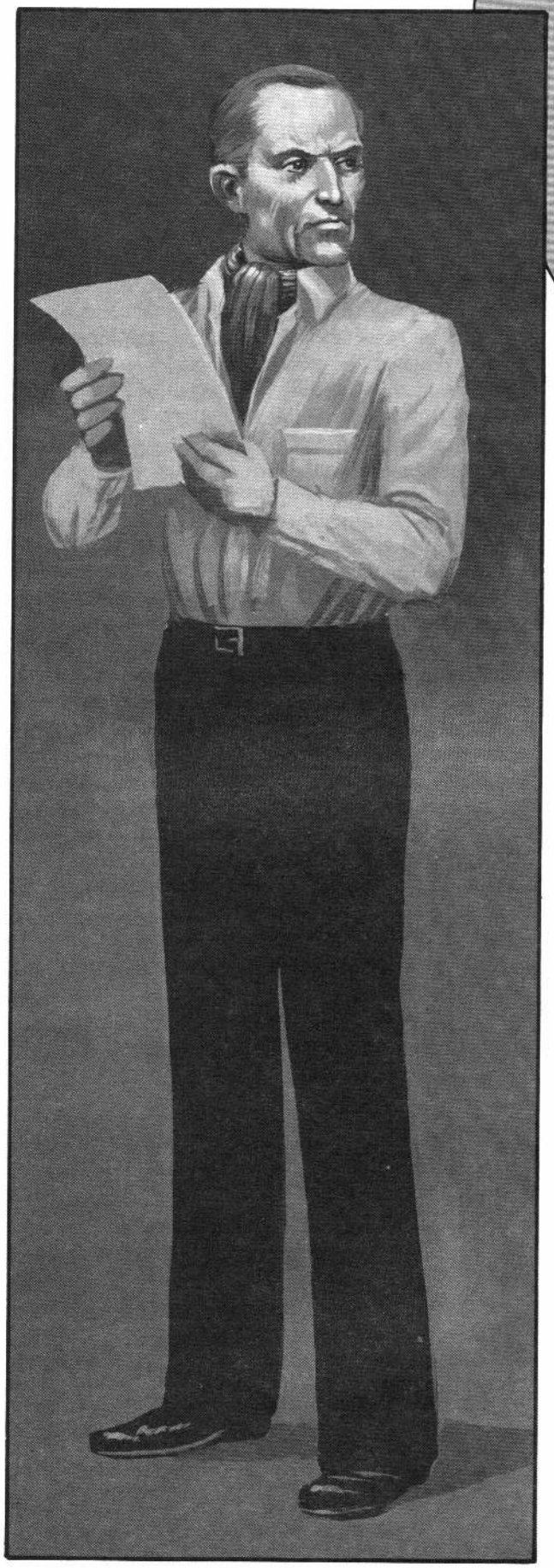
Shallow Water Blackout: This occurs when a diver, holding his breath, runs out of oxygen before he can break surface. The diver blacks out and drowns.

Bottom Suction: This phenomenon arises from loss of buoyancy as the wet suit becomes thinner as the diver descends. Hence the name, since it feels as if the deeper you go, the more strongly are you pulled towards the bottom.

Squeezes and Reverse Blocks: A sudden change in pressure will not allow enough time for the air spaces in the middle ears and sinuses to equalize. The results are a great deal of pain and, possibly, a burst ear drum and vertigo.

Umbilical Dive Equipment Malfunctions: Although rare, it is possible for the umbilical line to be cut. This can cause asphyxiation if the diver cannot get to the surface in time.

Saturation: This term applies to divers who have been under pressure long enough that they have taken up as much inert gas as they can. It will take a long time to decompress these divers, but the advantage is that they may stay under pressure as long as they wish, and it will still not take any longer to decompress them.



Etienne Buonvisi

STR: 7 **DEX:** 8 **WIL:** 11 **PER:** 12 **INT:** 11

SKILLS (SKILL LEVEL/PRIMARY CHANCE)
Boating (10/20), Charisma (7/18), Cryptography (9/20), Diving (9/16), Driving (6/16), Evasion (5/12), Fire Combat (5/15), Gambling (10/22), Local Customs (9/21), Riding (9/20), Seduction (6/22), Sixth Sense (10/21)

ABILITIES: Connoisseur

HEIGHT: 5'11"	**SPEED:** 2
WEIGHT: 160 lbs	**HAND-TO-HAND DAMAGE CLASS:** A
AGE: 44	**STAMINA:** 30 hours
APPEARANCE: Striking	**RUNNING/SWIMMING:** 40 minutes
FAME POINTS: 90	**CARRYING:** 101-150 pounds
SURVIVAL POINTS: 14	**WEAPON:** None

FIELDS OF EXPERIENCE: Board Games, Economics/Business, Fine Arts, International Law, Military Science, Political Science, Rare Collectibles, Snow Skiing

WEAKNESSES: Greed

IDIOSYNCRASIES: Slides his palms against one another when angry, otherwise maintains calm.

INTERACTION MODIFIERS: Reaction (−2), Persuasion (−3), Seduction (−1), Interrogation (−4), Torture (−3)

DESCRIPTION: Hair: Dark Brown; Eyes: Brown; Scars: None; Distinguishing Marks: None

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Money and power have been inextricably linked throughout history. The interpretation of the Golden Rule as "Whoever has the gold — rules" has been proven time and again. Royalty and powerful merchants knew the way to keep the lower classes in line was to keep them poor. These powerful men knew that when men manage to scrape together some wealth, they invariably sought to better their station. This would be a threat to the upper class.

The most famous examples of ruthlessness in the quest for wealth and power have been the Borgias and the Medicis. In their halcyon days, they controlled most of the governments and commerce throughout Europe and the Mediterranean. Today, people look back and shake their heads, complacent that such a dynasty could never arise in modern times. Etienne Buonvisi depends on that complacency to blind the world to his plans for

a worldwide economic empire.

While Cartesia believes that technological advancement is the unrecognized lifeblood of the world, Buonvisi is more traditional in his thinking. For him, money is synonymous with power, and the strongest control is economic. The closest analogous Major Villain Bond has encountered is Auric Goldfinger. But Goldfinger had a fetish for gold and was only concerned with that one commodity, not global economic control.

Buonvisi's family tree, which he painstakingly investigated, leads directly back to the Buonvisi family of Renaissance Italy who sought to take over the shipping economy of that time. Buonvisi plans to improve on his ancestors' visions and to extend his economic control around the globe. Wealth, in and of itself, is not his final goal; he seeks to acquire the power that money gives.

To ensure that others will never challenge his authority, Buonvisi also seeks to control world economies to such a degree that he can determine who will become wealthy and exactly how wealthy they will become.

His will be the hand that controls the purse strings of the entire globe. Let others make the laws and rules; they will still have to have the funds, and Buonvisi will not fund what cannot profit him.

Note: *Buonvisi has been known by a number of names during his life. For the sake of simplicity here, though, he is referred to as "Buonvisi."*

Background

Buonvisi claims to be directly descended from the Buonvisi family which dominated the Venetian trade in the Renaissance, and he is very wrapped up in the family history. During the Renaissance, the Buonvisi family rivaled the famous Borgia and Medici families for control of Italy and shipping. The Buonvisis used the traditional methods of control: bribery, blackmail, poisoning and bankrupting their smaller competition to assimilate the smaller companies into the Buonvisi empire.

His heritage makes him proud and he wishes, through his financial dealings, to recapture those golden days and make the Buonvisi name important once again. The cause of this obsession is a deep-seated insecurity stemming from a lack of identity. Buonvisi did not know of his real heritage until recently. He was adopted.

As an infant, Buonvisi was found on the steps of the Orphanage of San Genarro in Venice. The orphanage had the same problem all orphanages deal with: too many children and not enough money. No matter how bad it got, though, the nuns made sure that the children were adequately fed and kept warm and dry.

Buonvisi showed an early interest in art and, though he could not yet read, would often spend hours poring over the few art picture books in the orphanage's library, or staring at the stained glass windows in the chapel. He would always be full of questions about the artwork though he never showed any artistic aptitude. He did have a remarkable talent for playing chess and picked up the rules of the game after watching some men at an outdoor cafe play a few games.

When he was five, Buonvisi was adopted by a childless older couple, Giovanni Torento and his French wife, Gabrielle. Buonvisi's adopted father had made his fortune in textile manufacturing and shipping. The family lived in a 17th century mansion on the Brenta Canal. The canal runs between Venice and Padua where Torento's two business offices are, so the location was very convenient. The mansion is considered an architectural masterpiece, second only to the Villa Nazionale, which is a national landmark in Italy. Buonvisi found himself suddenly surrounded by the level of art and graciousness he had only seen in books. The orphanage had no official records of his birth certificate and baptism, so the Torentos had him baptized Etienne after Gabrielle's grandfather. Buonvisi finally belonged to someone and had a family.

Buonvisi was dedicated to his new family and, even though only a child, vowed never to give the Torentos any reason to regret adopting him. He was tutored privately, acquired a excellent business sense from his father and excellent manners and graciousness from his mother. He was a joy to the Torentos and made them very proud and happy. Even before he was out of his teens he showed an uncanny ability to make executive decisions. After studying his father's textile plant, he drafted a number of suggestions that, when implemented, increased productivity by 35%.

ROOTS

Though he was never treated as anything less than flesh and blood, Buonvisi was always aware that his past was a mystery. His curiosity would flare up whenever anyone not aware he was adopted mentioned that he must have "gotten his business acumen from his father." Or when he easily beat his father's friends in chess, they would say that "someone in your family must have been a great general." The constant references to genes and heritage never soured the relationship Buonvisi had with Torento but it made him wonder about his natural father.

When Buonvisi was 22, his parents died when a barge collided with their stalled speedboat on the Brenta Canal. Buonvisi was emotionally shattered but moved quickly to maintain control over his father's business before his father's partners could. Once things were running smoothly, he set out after the one thing he always wanted; something he would never have gone after while his parents were still alive out of respect for them. He went after his true heritage.

It was not easy. There were no records at the orphanage. There were no mysterious pieces of jewelry with a family crest tucked into the blanket around him

when he was left on the doorstep. There were no physical inherited traits to work from (although it was often stated that Buonvisi bore a marked resemblance to busts of Julius Caesar).

Buonvisi hired the leading genealogists in an attempt to trace down his family tree. But there were too many missing pieces to pin it down. Then one of the genealogists, while tracing another client's heraldry, came across the fact that a young woman while on her way from Padua to Turin had abandoned an illegitimate child at an unnamed orphanage along the way. Her path did take her through Venice about the same time that Buonvisi was left at San Genarro.

When this was reported back to Buonvisi, he was satisfied enough to have the young woman's entire background checked. The search discovered that the young woman had died, but her widower husband, whom she married later, was able to provide some family background. Through a number of marriages and illegitimate births, the trail traced the bloodline back to the Buonvisi family of Renaissance Italy.

When Buonvisi heard this, he was ecstatic and became obsessed with knowing about his ancestors. He has done a great deal of research into the family heritage. He steeped himself in the literature and history of the Renaissance. The more he learned, the more he came to think of himself as an anachronism — a Renaissance man in modern times. The more he learned about the Buonvisi family, the more he was convinced that his past must have been almost pre-ordained to put him in a position where he could re-establish the name to its proper place and glory.

To realize this goal, he borrowed from his family traditions. "Power," he reasoned, "does not come to those who wait for providence or other people to give it to them. Power must sometimes be taken." Buonvisi became fascinated by Machiavelli's *The Prince*, a study of royal power and intrigue. He has gone so far as to spend a fortune acquiring a first edition of the book.

Buonvisi's discovery of his roots turned his entire life around. So impressed was he by the efficiency and power wielded by his ancestors that he decided to use their tactics to gain the power that he considered his by birthright. Within a few months he quietly, but legally, had his name changed, and Etienne Torento Buonvisi was born.

This was the first step toward his double life. To his old friends and the world at large, he would still be Etienne Torento, millionaire industrialist and patron of the arts. To his secret underworld partners, he would be Etienne Buonvisi, soon to be a major economic power.

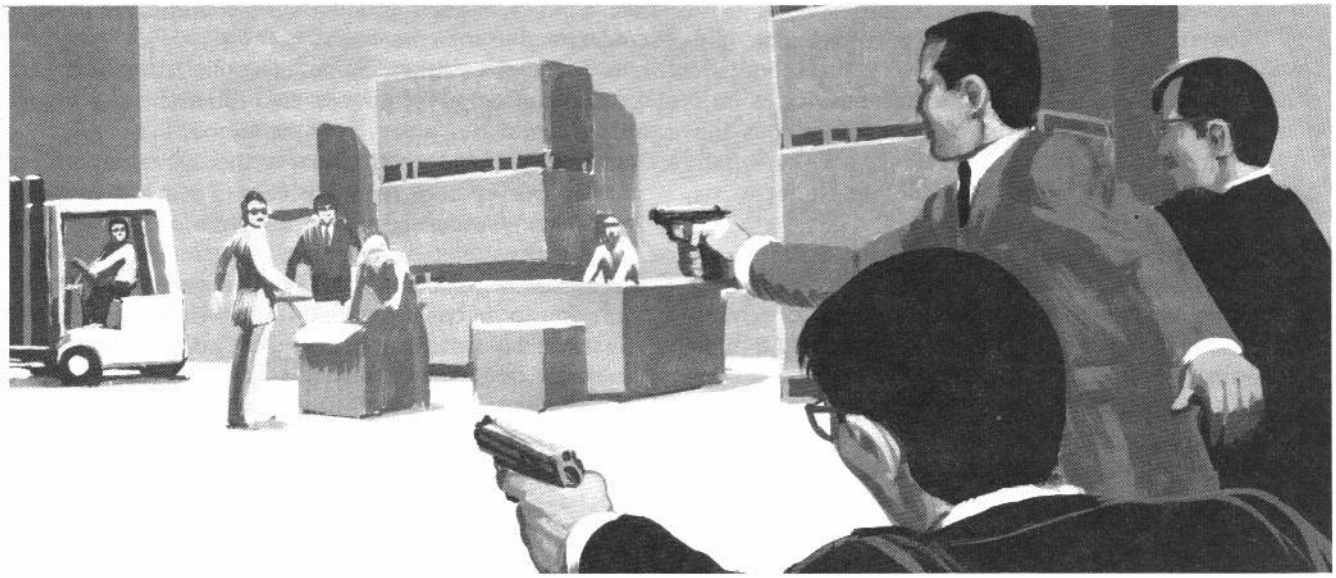
Buonvisi knew he would have to be subtle. In the past, a subtly devious family was respected and honored, but no more. There were too many organizations and agencies that would shut him down if they knew of his plans. There could be nothing about his operation that would attract attention. Everything would have to be planned out and prepared for, as in a game of chess where one must discern an opponent's strategy and take appropriate action.

VIOLENCE AVERSION

Inspired by the subtle intrigues of his Renaissance ancestors, Buonvisi has instructed his people to eliminate violence from their activities. Buonvisi reasoned that proper planning and preparation would eliminate the need for overt violence, which pleased him greatly. The major reason the other criminals were caught, much less just brought to the attention of the authorities, was their propensity for violence. "To paraphrase Oscar Wilde," he would say, "violence is the Waterloo of small minds."

His organization, he decided, would put a ban on overt violence. Yes, he realized, there would be certain people that would have to be removed, individuals who might be too obstinate to deal with or be bought. There might even be some that would be too clever to be fooled and cheated, but their demise must always seem an accident or of natural causes.

"No blazing machineguns, no bodies that mysteriously disappear or are found in ditches," he would



order. "Let the Russians and terrorists build a body count and keep the eyes of the world on them. They will be my distraction as I take the reins of true power by grabbing key economic industries and control the materials that make the world function.

"The smart man can always prepare for everything. People move in predictable patterns. Know your enemy and you know his strengths. Does he rely on his knight to slip in behind your defenses? Or does he attack frontally with a bishop and queen squeeze. In any case, formulate your plans expecting everything.

"Every time a gun is pulled it is the result of poor thinking or a mistake. The mistake is then compounded further when the trigger is pulled. Each time the mistakes become harder to correct. By not making the initial mistake, you never need to worry about compounding it."

Buonvisi's operations have mirrored this philosophy. He is careful to learn everything about the people he is going to destroy and the businesses he is planning on taking over. He prepares voluminous files on his victims and anyone else he thinks may eventually be useful, including politicians, diplomats, terrorists, military men and captains of industry.

His desire to refrain from "terrorist tactics" prohibits him from finding a suitable method of dealing with or eliminating several fanatical Middle East governments as the first step to taking over OPEC. "As in the cold war, gaining military control is easy, but very expensive to maintain and very fragile. It is better to gain economic control, and therefore political control. When you have a country's economy dependent on you, the leaders will not even sneeze without consulting you first."

THE COMPANY HE KEEPS

After careful thought, Buonvisi started his first company under his assumed name. Sensing the wave of the future, Buonvisi started a computer research and manufacturing plant in Lyon, France, on the site that was to become the home office of Legion, S.A., the parent company for all Buonvisi's companies. Through Legion, he could keep his Buonvisi ventures separate from his Torento companies.

CompuTechniques never made any great research strides on its own. In fact it never came out with its own computer. Instead, the company would concentrate on developing software and peripherals for existing computers. Their products were hailed in computer circles for their attention to detail and their quality. It was obvious that CompuTechniques' designers, while limited in the number of their products, were unlimited in their understanding of computers.

To augment their minor income from hardware products, CompuTechniques also functioned as a consulting firm. For a very reasonable fee, the company's technicians would troubleshoot or modify any system to meet a specific need for a business. Their low fees and high level of expertise soon made them one of the most successful computer consulting firms in Europe.

In the beginning, CompuTechniques' major clients were European banks and investment firms, who needed to make their systems more efficient and secure. Within a year, CompuTechniques was consulting with major firms in the Middle and Far East and the Americas. Soon there wasn't a major firm who in some way hadn't been affected by CompuTechniques.

To what degree they were affected, the clients would never know.

Buonvisi had set the low consulting fees to attract clients. The fees never came close to covering the operating costs of CompuTechniques and Legion, S.A. Buonvisi was using these tactics to lay the groundwork for his real plan.

Every computer system that was touched or seen by a CompuTechniques technician had a file in Lyon. Within 18 months, Buonvisi knew most of the codes for the major banks and brokerage houses throughout the world. Those computers made "secure" by CompuTechniques always had a "back-door" which Buonvisi could access by tying the computer into the Lyon complex via telephone.

With these "back doors" and a small cadre of trusted programmers, Buonvisi began breaking into the computers to discover the secrets of each company. Often his most valuable information would come from the personal notes files of the company executives. In these were contained memos and letters, often outlining deals in the making and stressing strict silence lest anyone else find out about the deal. Buonvisi would often buy stock or hoard commodities based on these notes.

Sometimes the information turned out to be wrong. On one occasion he began buying up gold bullion when he intercepted a vaguely worded memo on a computer at Auric Enterprises in Gstaad that the price of gold was going to rise dramatically. The expected price increase never materialized and within a few months Auric Enterprises mysteriously closed its doors. Buonvisi never found out why.

(For your own information, please refer to the original *Goldfinger* adventure published by Victory Games, Inc.)

To support Legion, S.A. during all the preparations, Buonvisi had been funneling money from his legitimate Torento enterprises, but now he found himself badly in need of a lot of funds.

Spurred on partly by desperation but mostly by ego, Buonvisi decided to take a large risk. By changing data and feeding false information to computers, Buonvisi's computer experts staged a major computer theft in North America. They managed, through several phony Mutual Funds swindles, to funnel $224 million dollars from the pocketbooks of the investors into the coffers of Legion S.A. There were investigations and arrests but no one even remotely connected the thefts to CompuTechniques and Legion, S.A.

Buonvisi was pleased with this operation since it gave his companies a much needed influx of cash, but he knew that taking such a large sum was too dangerous to do on a regular basis.

He returned to normal operations: bankrupting and taking over small companies, buying stocks based on what he discovered from his computer tapping, and slowly getting in on every kind of high technology and energy manufacturing he could. The only industry he has not been able to crack so far is the OPEC cartel and his inability to do so is a sore spot for him.

THE WEAKEST LINK

With Buonvisi's empire constantly growing and changing, though, it is difficult to keep track of or be sure of everyone with whom he has dealings.

Dr. Winchell Adams, head of Buonvisi's Hong Kong interests, decided to overstep his authority. His orders were to concentrate on gaining a monopoly on trading and shipping in Hong Kong harbor, but Adams had a weakness for young women and gambling. Though he managed to keep Buonvisi from discovering his nighttime activities, he did fall heavily into debt. To pay off the gambling houses, some of which were illegal and threatened to reverse the positions of his arms and legs, Adams delved into company funds.

To replace the funds before Buonvisi could discover his theft, Adams began dealing with the Hong Kong smuggling market and drug trade. Adams' activities in the casinos and with the young women did not stop. So a large part of his ill-gotten gains went into paying for his own pleasures rather than replacing the money he had stolen.

Adams finally succumbed to doing some espionage courier work, arranging for high technology items and information to be taken across the New Territories into China. This brought Adams to the attention of M.I.6 when Chong Sun Hip learned of these smuggling routes and deals through his widespread family. (For more details on Hip and his family refer to his background as detailed in the *James Bond 007* Basic Game book.)

Hip's investigation and subsequent raids closed down Adams' operation, but the doctor managed to elude capture and get out of Hong Kong. The M.I.6 investigation was not the only noose tightening around Adams' neck. Buonvisi, suspicious of reports from his Far East concerns, had his own people investigating Adams and was about to have him recalled when the raids occurred.

Before he ran, Adams managed to destroy most of the company files about his legitimate and illegal operations. But the M.I.6 people managed to piece together enough information to raise their suspicions (see M.I.6 DOSSIER).

The authorities started an immediate search for Adams but could never find him. As he was flying his private jet over Southeast Asia, he developed engine trouble and the jet crashed, killing everyone on board. Though the deaths were the result of an accident, Buonvisi's people assumed he had arranged it. Buonvisi, seeing the efficiency of keeping his people in fear of him, has done nothing to disillusion them.

Buonvisi was upset over the disintegration of his Hong Kong operations and moved quickly to reestablish himself in that part of the world. He has always harbored a slim hope that when Britain's lease with China for Hong Kong runs out, he will be able to lease it and establish his own protectorate. But he will have to successfully complete many more financial coups and economic maneuvers to make that a reality.

BUONVISI'S TRUE HERITAGE

Buonvisi's pride in his ancestry is admirable but misplaced. He is not a Buonvisi at all.

Yes, a girl descended from the Buonvisi line abandoned her baby at the Orphanage of San Genarro, but it was not the child that grew up to be Etienne Buonvisi. The actual heir to the Buonvisi name died as a result of a small pox epidemic.

The characters can shatter Buonvisi's story through some detective work. Of course, this detective work cannot begin until after they have met Buonvisi and heard him out which will not be until after a few adventures (see **Campaign,** below).

Once the characters have listened to Buonvisi and heard the rich tapestry of his "family history," they may become suspicious of his claims and decide to investigate. They may consult with Sir Hilary Bray of the College of Arms in Great Britain. (Sir Hilary, for those who have no memory for small parts, was the genealogist whom Bond consulted with and impersonated in the movie *On Her Majesty's Secret Service.*)

Sir Hilary will outline for the characters how one traces a family tree. The first thing he will suggest is that the characters investigate the young girl and the abandoned child. If the characters travel to Venice and check with the orphanage or delve into the records, they will discover that the child abandoned by the young Buonvisi girl had a crescent birthmark on his right cheek starting just under the eye.

Since Buonvisi has no such mark, his claim is fraudulent.

Buonvisi does not know the real descendant is dead. If the characters confront him with their evidence, it will shake his emotional foundation to its very roots. Buonvisi will make it his business to change the records so no one can again dispute his claim. He will also alter his standing orders against violence in regard to the characters hoping to eliminate everyone who knows of his true heritage.

If the characters have already made their report official, Buonvisi will use his operations and industries to try to destroy M.I.6 and even Great Britain. This would provide a greater urgency to future adventures you run using Buonvisi.

Personality

Buonvisi is a perfect example of the ultimate sophisticate. He is a connoisseur *par excellence* and enjoys the pleasures his high station allows him. He has an appreciation of all that is beautiful. Though his tastes in art and literature favor the Renaissance classics, he is equally at home with modernists and abstract expressionism.

When the characters are captured by Buonvisi, they will find themselves in gilded cages. Their rooms will be sumptuous and elegant but the windows will be barred and the doors reinforced with steel. Their prisoner's meals will also be a far cry from bread and water. They will dine on goose liver pate and pheasant and enjoy rich mousses for dessert.

Buonvisi also has a high regard for beautiful women. Female player characters of Attractive or better Appearance will find themselves on the receiving end of some very special, private attention from Buonvisi.

Characters who favor violence over cleverness will elicit little more than pity from Buonvisi. He will refuse to speak with all but the most clever of characters. In this way he is reminiscent of Doctor Julius No who considered Bond something more than just "another stupid policeman."

Though Buonvisi detests violence, he will defend himself against violence, as there is no sense in "letting the incompetents win so they can propagate later."

Goals

His goal in life is to make a great deal of money, as much as he possibly can. Legion, S.A. is a front for this operation, selling cosmetics and perfumes on a worldwide basis. In reality, it is possibly the largest organization in existence, outside of the Mafia and TAROT, that is dedicated solely to making large amounts of illegal profits.

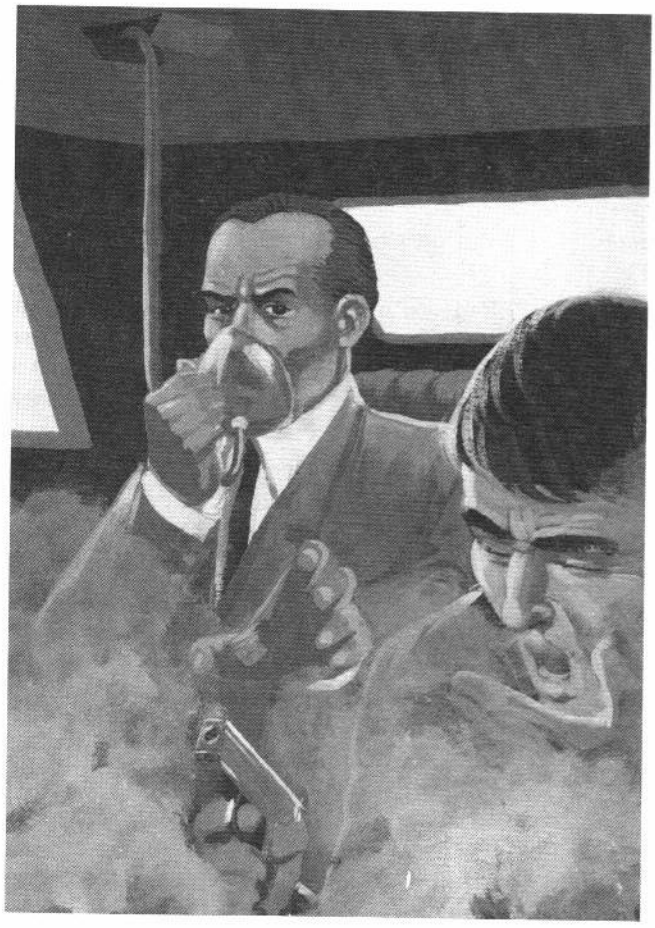
Buonvisi is desperately trying to gain political clout in the Middle East to ease the flow of narcotics for his business. He has been courting the leaders of the neutral nations in an attempt to form a financial alliance with them. Once the alliance is formed, Buonvisi thinks it would be simple to gradually gain complete control of the petroleum market.

Weapons

In keeping with his personality, Buonvisi has no personal weapon which he carries or enjoys using. Instead, his personal ordnance is defensive.

He is partial to wearing a lightweight, kevlar bulletproof vest under his clothes when he goes out in public. This armor reduces the Damage Class of all projectiles fired at Buonvisi by three. To do full damage, the shot must be a Specific Shot aimed at an unprotected portion of Buonvisi.

All of his limousines' interiors are equipped with halothane sprayers (see the *Q Manual* for a detailed description of the effects of halothane). Buonvisi need only hit a concealed button on the passenger side armrest or a small transmitter in his pocket to fill the limousine's interior with the knockout gas. At the same time a small gas mask will fall from the roof of the car over Buonvisi so he will not be overcome by the gas. Even if Buonvisi is not sitting on the passenger side, he will activate the gas defense if he knows his people are nearby and will arrive before anyone wakes up. At the same time the gas



is released, the engine is cut and the brakes applied and locked.

In Buonvisi's office, there is a similar device in the front of his desk which will spray anyone sitting in the guest chair across from him. The guest chair also has another safety device. When Buonvisi presses a button under his desk, the arms of the chair swing in, pinning the occupant until guards can arrive.

Borrowing a page from M's book of tricks, Buonvisi has a bulletproof acrylic shield that springs up in front of his desk. If Buonvisi wins the Speed roll, he can activate this device before his assassin can get a shot off. If the assassin is leaning across the desk when this device is activated, he takes Class C Hand-To-Hand Combat damage.

Organization

Etienne Buonvisi's organization, Legion, S.A., is a worldwide financial organization. Its headquarters are in Lyon, France, with branches in London, Hong Kong, New York, Rio de Janeiro, and Sydney. The organization is run like a corporation and staffed with business people rather than spies.

The Section for Economic Research is headed by Buonvisi himself. Essentially it is a corporate planning department, responsible for discovering possible victims for Legion's ongoing efforts to acquire the assets of as many corporations as possible. This Section also tends to the investment portfolio of Legion itself. Recently Buonvisi has also added experts in macroeconomics, in order to determine how he might affect the economy of entire countries.

The Section for Computer Research is concerned with how to implement computer crime. In particular, its researchers figure out ways to break security codes and to access private financial and governmental data banks.

There is no section for enforcement or assassination due to Buonvisi's orders against violence. If, due to extraordinary circumstances, violence is deemed necessary, the assignment is contracted out to a freelance killer, who never knows exactly for whom he is working. Buonvisi does maintain a security staff to guard the premises and occasionally a bodyguard for corporate officers, when needed, but these are primarily defensive personnel, not offensive.

Fortress

Etienne Buonvisi's fortress is Legion's enormous office complex in Lyon, France. From there he controls his entire financial empire. The building's location is well known to the residents of Lyon, and to anyone familiar with European business.

Legion's headquarters is guarded by a wealth of security systems, ranging from microphones on the 10-foot high chain-link fence surrounding the perimeter to television monitors both outside and inside the complex at all strategic points. Every door is controlled by a numeric keypad lock (see the *Q Manual* for details on these devices). In addition, there are at least seven guards walking the perimeter at any time, and five watching the monitors and alarm boards in the security office.

The office complex has all the trappings of a modern day massive office site, with board rooms, hordes of employees and files and paper of all types. The heart of the complex is the computer control center, which houses a huge variety of computer equipment and research stations. The room is guarded by three armed guards and can be entered only by those knowing the precise combination for the numeric keypad and the password to give the guards. The password is "Cartel."

Campaign

Since the players will already have an idea as to the existence of Buonvisi through the M.I.6 Dossier, you can use him with no special preparation.

However, the characters should have a few missions before they have enough information to expose Buonvisi as Torento. In the first few adventures you may wish to keep Buonvisi just a name or hidden in the shadows, a man whom they never see and therefore cannot identify.

Once a character has displayed a consistently clever approach to accomplishing his missions, Buonvisi will deign to meet him face to face.

If the characters identify Buonvisi as Torento, Buonvisi will have to abandon the legitimate Torento businesses and stick to the network of cover corporations he has established. In this way, even if the characters uncover Legion S.A. and destroy the headquarters in Lyon, Buonvisi will be able to finance a return, something all Bond Major Villains seem able to do with ease.

It is not recommended that Buonvisi be on good terms with or team up with either Goldfinger or Hugo Drax. He will know of them only as legitimate competitors or businessmen but Buonvisi would find Goldfinger "too crude" and Drax "too eccentric" to trust.

A GAME OF CHESS

Buonvisi is an avid chess player. On his desk in Lyon (see **Organization,** below) is an autographed picture of Anatoly Karpov, the Soviet chess grandmaster, which reads "Checkmate in four, Karpov." Buonvisi earned this honor by giving the champion a challenge in a game at the villa of a mutual friend. Buonvisi was there as Torento. If the character can beat him in a game of chess, Buonvisi will be filled with such respect that the Persuasion modifier listed above becomes "0."

If the character has the Board Games Field of Experience, you can engineer a match between the character and Buonvisi. This match should have something valuable at stake, a nuclear missile or the life of the Beautiful Foil are two examples.

To play chess, a character must have the Board Games Field of Experience. Before a game begins, you must know the chess ratings of the two players. The International Chess Federation has a system to rate players. A player with an ICF rating less than 1500 receives a −1 Ease Factor modifier. A player with a rating of greater than or equal to 1500 receives a +1 and a player rated greater than 1800 receives a +2. A Master (greater than 2000) receives a +3 modifier, an International Master (2200) +4 and a Grand Master (2400+) a +5. Assume that all Characters who have the Board Games FOE have a rating of 1300.

A character's rating rises 50 points every time he beats someone rated higher than he is, and 25 points for each lower ranked opponent he defeats. You should use sound judgment in awarding these points. A character cannot go out between adventures and claim to play rated matches just to raise his rating. If a character attends these public matches, you may assess an additional Fame Point penalty against the character for exposing himself constantly to crowds and the press.

Note: *If a character has the Field of Experience of Board Games and already has played chess games as part of an adventure in your campaign, you may award them a higher rating than 1300.*

Buonvisi is rated 2000 (Master).

The game consists of three INT rolls simulating the three phases of the game: the Opening, the Middle Game, and the End Game. After each player rolls for a phase, the Quality Ratings are compared. The winner of that phase (which is the player with the better Quality Rating for that phase) receives a positive Ease Factor modifier for the *next* phase equal to the difference in Quality Ratings of the previous phase.

Example: *If Buonvisi's Quality Rating during the Opening is 3 and the Character's is an F, Buonvisi's Ease Factor modifier for the Middle Game would be +5 (+3 for his being a Master and +2 more for the difference in the Quality Ratings during the Opening).*

If at any time during the first two phases of the game the difference in Quality Ratings is 5, the game ends immediately at the end of that phase. If the games proceeds to the End game, the winner is the player who has the best Quality Rating in that phase. If both Quality Ratings are equal, the game ends in a draw.

Adventures

Buonvisi is very concerned about his name being exposed and will do whatever is necessary to retain his cover. This desire for anonymity combined with his economic method of operating can produce some interesting adventures.

1) Buonvisi may try to ruin financially some of the top operatives of M.I.6 through shady personal financial dealings. He doesn't feel his sphere of influence will allow him to tamper with the budget or funds appropriated to M.I.6, but having one of the officers ruined financially or in debt to Buonvisi would give him a way to infiltrate the Secret Service.

2) The characters discover Bill Tanner, or even M or Q, suddenly despondent one morning and, after questioning, find that they have been duped into investing their money with a phony corporation. One of the people they know socially recommended the investment. This would be only a personal worry but rumor has it that other important officials have also invested heavily. This points to some kind of organized plan. The characters meet the friend in question in a social situation. The friend could be Buonvisi if you like. The setting should be one where the character can meet the villain in a one on one challenge such as chess or backgammon or poker. This "peeling the onion" effect of having the Major Villain first affect an officer of M.I.6 and then have that act lead to his real plot is one Ian Fleming used on more than one occasion and might serve well here (e.g., the novel *Moonraker*).

Feolina Vandemere

STR: 9 **DEX:** 12 **WIL:** 11 **PER:** 14 **INT:** 15

SKILLS (SKILL LEVEL/PRIMARY CHANCE)
Boating (10/23), Charisma (15/26), Cryptography (7/22), Demolitions (8/23), Disguise (9/24), Diving (6/16), Driving (7/20), Electronics (9/24), Evasion (10/20), Fire Combat (7/20), Hand-to-Hand Combat (8/17), Local Customs (10/24), Lockpicking/Safecracking (4/16), Pickpocket (5/17), Piloting (9/23), Riding (5/17), Science (11/26), Seduction (15/29), Sixth Sense (8/22), Stealth (9/20)

ABILITIES: Connoisseur, First Aid, Photography

HEIGHT: 5'6"	**SPEED:** 3
WEIGHT: 120 lbs	**HAND-TO-HAND DAMAGE CLASS:** B
AGE: 36	**STAMINA:** 30 hours
APPEARANCE: Sensational	**RUNNING/SWIMMING:** 40 minutes
FAME POINTS: 125	**CARRYING:** 101-150 pounds
SURVIVAL POINTS: 10	**WEAPON:** Beretta .25

FIELDS OF EXPERIENCE: Economics/Business, International Law, Law, Political Science

WEAKNESSES: None

IDIOSYNCRASIES: Always impeccably dressed in the latest fashions and perfectly made-up; cooly composed in all situations; extremely organized

INTERACTION MODIFIERS: Reaction (0), Persuasion (−2), Seduction (−4), Interrogation (−3), Torture (−1)

DESCRIPTION: Hair: Red; Eyes: Green; Scars: None; Distinguishing marks: None

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Love has been feted in song, poetry and literature as everything from a demon in men's minds to a panacea for all of mankind's ills. There have been odes written to the power of love. History and fiction are filled with people who have gone to war or killed themselves for the sake of their loved ones. Such is love's power over people, that the person who controls it can easily rule the world.

Fortunately, love strikes spontaneously and with unrivaled capriciousness. No one, whether using computers, astrology, phrenology, or handwriting analysis, has been able to conceive of a way to determine whether two people will find love together.

That is, until Feolina Vandemere came along.

Feolina has not discovered the Philosopher's Stone

of love. Nor has she some psychic power that allows her to intrude on the deepest desires and fantasies of people. She can ignite the flame of love through biochemistry. Inspired by bitter experience as to the power of love, she uses her ability to lead people into doing things they never dreamed of before, even to turning traitor.

Perhaps, then, it is lucky for the world that Feolina does not harbor aspirations of world domination. Her goals are more down-to earth and easily achieved, inspired not by avarice but by revenge. She has judged certain people and organizations responsible for the ills of her life and is seeking her own unique brand of revenge.

The idea of using love and devotion with a perverse backspin to achieve selfish goals is not new to the Bond mythos. Tatiana Romanova was ordered to pretend she had fallen in love with Bond in *From Russia With Love.* The passion of love turned to a passion for revenge is obvious in Anya Amasova's lust for revenge against the man who killed her lover in *The Spy Who Loved Me,* or in Melina Havelock's lust to avenge her parents' deaths in *For Your Eyes Only.*

But no one's love has soured on such a scale or to such a extent as Feolina's.

Background

Feolina was born in Paris of Franklyn Vandemere, a U.S. scientist, and Georgiana Dussault, a French fashion model. Her father was a specialist in biochemical research. Her mother belied the stereotype of mentally dull fashion models. Before getting into modeling, she received a degree in biology from the Sorbonne.

Feolina grew up to resemble her mother, which made her the darling of her father. Their relationship grew very close since Vandemere worked out of a private lab behind their Paris home while Georgiana would be off on photo assignments.

Though she spent her life in France, Feolina considered herself an American first. She was entranced during the few visits the family paid to Vandemere's relatives in the United States and longed to live in her father's homeland. The desire was fueled further every time she went to see an American film at the Parisian movie houses and whenever her father had one of his frequent guests.

At least once a week, Vandemere would have a visitor, usually a man, but never the same one twice in a row; nor was there any definite rotation pattern to the visits. From their manners and accent, Feolina could tell the visitors were from the United States. Feolina would never be sure which one would show up and often a brand new one would appear. If her father was busy, the visitor would sit quietly in the living room and wait. Finally, Vandemere would ask Feolina to go play in her room, and then he and the visitor would disappear into the lab for over an hour.

As Feolina grew up and became adept at social interaction, she would maneuver the situations so she could get some time to talk to the visitors. Knowing they were American, Feolina would try to find out everything new about the United States. When her father would arrive, she would insist on being a good hostess and serving refreshments just for the chance to keep the conversation going.

Eventually the number of visitors increased to two per visit. One would go off with Vandemere while the other, often a woman, would sit and talk to Feolina. It did not take any genius on Feolina's part to realize that the number of visitor's had been increased solely to occupy her and keep her from interfering with her father's business. But that didn't matter to her, just so long as she could hear about America.

As she entered her teens, Feolina's curiosity about her father's work grew and she tried sounding him out on it. All Vandemere would say was that he was working "on a grant from an American-French consortium looking into vaccines. Nothing important."

Georgiana was not helpful in narrowing down the scope of her father's research. She would just smile and adroitly change the subject. Though Georgiana was still a handsome woman, the passing of years ended her modeling career. She spent her time around the house, acting occasionally on a consulting basis to Paris fashion magazines and clothing design houses. As a devout Francophile, Georgiana's greatest wish was to stay in Paris, so she indulged her husband's work and daughter's wanderlust so long as the family continued to live in Paris and her daughter was educated there.

In school, Feolina showed a quick and incisive mind. She was usually in the top five percent of her class in both secondary school and college. She entered the law program at Sorbonne with an aim to practice international law. Since she was fluent in both English and French, such a career choice would mean many trips to the United States and, eventually, moving there permanently. Out of her high regard for her father, she also majored in biochemistry. Her professors and fellow students marveled at her ability to budget her time and energies.

DEATH COMES CALLING

During her last term, Feolina received a call from her father. Her mother had been rushed into the intensive care ward of the hospital. Feolina left her classes and met her father at the hospital where they took turns sitting up with Georgiana. Feolina would stay as long as she could, enduring the sight of her mother in pain and fever, suffering from delirium.

Georgiana died within a few days. Though the death was not a lingering one, it was still dreadful in its effects. Georgiana's temperature rose to 106 degrees Fahrenheit no matter how many alcohol rubs or ice packs the nurses placed around her. Her blood pressure went up and down; each high mark a little lower than the one before and each low period lasting a little longer. Later, Georgiana suffered from kidney failure and had

to be hooked up to a dialysis machine. In the end, her body could no longer take the strain and she died.

With her inheritance from her mother to finance her education, Feolina graduated with degrees in Biochemistry and International Law. She continued there in the graduate law program, and her published essays on French foreign policy gained the attention of the SDECE, the C.I.A. and M.I.6. All three organizations approached her to work for them, but she chose the C.I.A. out of loyalty to love of the United States. The clandestine nature of her work forbade her revealing it to her father; he thinks she travels as a member of an international law firm.

The C.I.A. knew her beauty would be her main weapon and trained her to take the greatest advantage of it. She would enter into a relationship with foreign agents or ambassadors. After she had known them for a time she would get secret papers and photos from them and any information or rumors they had. She had a wonderful natural talent for this. Her green eyes alone weakened the resolve of most, the rest of her assured the fall.

While in the C.I.A., she also finally learned about her father's research. One day, while in headquarters in Washington, D.C., she ran across someone she remembered as having visited her father. When she asked around, she was finally told that her father was working for the United States government on some highly sensitive projects. Feolina's regard for her father grew. Even though she could not tell him that she knew, she felt closer than ever to Dr. Vandemere.

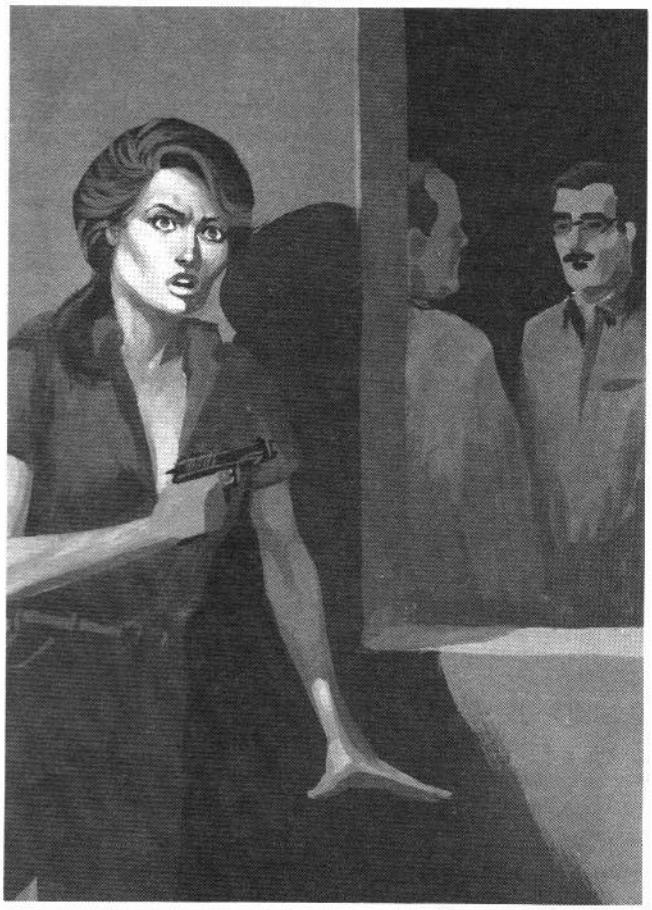
She had reached the pinnacle of her C.I.A. career with her assignment in Cam Ranh Bay. There had been rumors of a Soviet breakthrough in biological warfare. Feolina was sent in to investigate undercover.

Her investigations uncovered that the Soviets were working on an airborne virus which would effectively debilitate concentrated troop positions. The main advantages of the virus were its duration and its communicability. Once deployed in the air or contracted, it would stay active for 7 days. Any person entering the affected area or coming in contact with one of its victims would contract a "sleeping sickness" which would become contagious for an equally long period of time. The virus' symptoms would not appear for 24 hours. So, it could be deployed in advance of an attack, disable the front line defenses and eventually decimate the rear guard as well by spreading the disease. The "sleeping sickness" would last up to two to three weeks, long enough for a sleeping army to be easily conquered.

FEET OF CLAY

Feolina, to her everlasting regret, was more successful than she had ever planned. She managed to discover the name of the scientist who had provided the primary research for the Soviet project: Dr. Franklyn Vandemere.

While her father had been overtly working for the Americans, he had actually been selling research secrets



to the Soviets, and this project was based on research he had done for them over the last few years. According to the files at the lab, a female Soviet agent had become close to Vandemere and convinced him to turn traitor and give up his secrets in exchange for money.

She remembered the discussion in her home when the subject of her exorbitant tuition at the Sorbonne arose. Her mother had spoken of trying to return to modeling, but her father would not hear of it. He would just smile, pat mother and daughter on the shoulder and assure them everything would be alright, "that he would get the money."

He got the money, and now Feolina knew exactly how, through some woman who used on her father the same alluring tactics she was using.

This discovery was bad enough but it was not the end of it. Her investigations also showed that Georgiana had uncovered Vandemere's treachery and threatened to expose him shortly before she fell ill. Vandemere's Soviet control recommended that a "Markov Maneuver" be used on Georgiana.

Feolina knew very well what a "Markov Maneuver" was. Georgi Markov had been a Bulgarian defector, who had become one of the leading broadcasters of Radio Free Europe. His speeches were very effective. Effective enough to have him marked for death.

One day Markov came down with a mysterious illness. The symptoms included high fever, low blood pressure and kidney failure.

The autopsy on Markov uncovered a small platinum-iridium ball, about one-sixteenth inch in diameter. The sphere had been shot from some compressed air device and penetrated the skin with no more discomfort than an insect sting. Scientists found traces of a toxin in the sphere taken from Markov, but not enough to yield any kind of comprehensive analysis.

The same thing had happened to Georgiana. Feolina realized that her father must have reported the threats to his Russian lover. From higher up, the decision was made and the death sentence carried out. Feolina mentally relived the last hours of her mother's life. She remembered clearly the shrunken woman who had once been her beautiful, vital mother. Feolina could picture Georgiana lying in the hospital bed. Lips cracked, eyes dulled, hair a tangled mess, Georgiana's body and mind were being eaten up by the fever that raged within her, a fever caused by her father's actions.

THE LAST STRAW

Feolina was devastated. Not only was her image of her father shattered, but so was her image of herself and her profession. She had seen herself in some warped mirror, a distorted image of a woman who used others and was used herself. Irrationally, she blamed her job and her employers for putting her in the position where she could find out about her father, and now they would want her to betray him. Feolina knew that no matter what else happen, she could not betray her father, no matter what he had done. She covered up the information and reported her mission a failure.

Her enthusiasm for espionage, the C.I.A. and her lifestyle began to wane. She no longer had the drive to go on the types of assignments her superiors demanded of her, nor the heart to continue telling the lies her missions demanded. Then her world totally collapsed.

Her father's activities could not go on forever without being detected. If Feolina could uncover the information, so could others, and they did. Her father's treachery was uncovered as a by-product of a joint operation between the SDECE and M.I.6. When the agents burst in on a meeting between Vandemere and his contacts, there was some gunplay. Vandemere was killed in the firefight.

When her superior, Felix Leiter, broke the news to her, Feolina was too emotionally drained to burst into tears. Leiter explained that the C.I.A. did not think she had any idea what her father was up to and hoped that she would understand that her father's decision was responsible for his own death. Feolina asked who the British agent was. Leiter reluctantly told her it was a friend of his, James Bond, 007.

Outwardly, Feolina handled her father's death well. Privately, she went crazy. Seeking someone or something to blame for her troubles, she focused on the intelligence community in general. These organizations that sent people out to use and kill others would soon tremble at the name Feolina Vandemere. She returned to work with a vengeance.

Once more in disguise, she returned to the the Soviet research center in Cam Ranh Bay, penetrating deeper than she had before. Further developments had been made to her father's biological virus. A strain had been developed that would cause permanent "sleeping sickness" resulting in death at the end of two weeks. The new strain was so virulent that it could be spread just by breathing in the same room where a victim lie. A vaccine for it had not been developed yet. To say the least, the Soviets were not pleased with this development since it would in effect destroy any people they wished to conquer and would make any contact with the bodies or the area prohibitive.

The scientist who developed this "supervirus" had proudly showed it to his superiors and was surprised by their dismayed reaction. He was sure that a vaccine was possible but it would take time. His superiors wished to have nothing more to do with the virus and indicated it might be time for the scientist to retire.

Feolina made her move. She broke her cover with the scientist and, using all the tricks the C.I.A. taught her, ensnared the hapless scientist into a relationship and convinced him to help her to steal all the research documents on the formula and destroying all the existing viruses the Soviets had.

Feolina covered her tracks sufficiently to delay the C.I.A. and KGB as they began their investigations. Fate intervened, though; while Feolina and the scientist were making their way through the jungle, their jeep crashed and burst into flames. Feolina was thrown clear but the scientist and all his records were destroyed beyond recovery.

THE STING

Feolina fretted about this for awhile until she realized that she did not really have to have to the virus to prove her claim, she only had to make the world think she had the virus. Her background in biochemistry plus what she remembered of the research would make it easy to fool just about anyone.

Through clandestine meetings with shady contacts, she got word to the C.I.A. that she had the formulas for the virus and was producing it in mass quantities. She offered to sell it to the C.I.A. for a firm $500,000. The C.I.A. agreed, all the while secretly plotting to capture Feolina when the payoff was made. Leiter was in charge of capturing Feolina and finding the location of the virus.

The payment was to be made by leaving the money in a trash bin in a Paris park shortly after dark. The money would be picked up and the formula for the virus left. Leiter had C.I.A. agents scattered all over the park; no one could get in or out without him knowing about it. The drop was made but no one showed up to pick it up that night.

When Leiter went to retrieve the money he found that the trash can was empty. Upon moving it, he dis-

covered the can was bottomless and over an open sewer grating. Leiter was forced to report that he had lost half a million dollars through one of the oldest but most effective tricks in the book.

The C.I.A. decided to wait to see if the virus formula would show up. When nothing happened, they wrote off the money. Then word began trickling in that other governments had paid similar amounts of money to buy the formula. The Soviet Union, China, two Middle Eastern countries and a private weapons merchant in South America had all made similar deals and had all been cheated. Feolina had the capital with which to begin her reign of terror.

NATURE OF LOVE

Through her connections in the black markets of Vietnam and the surrounding countries she acquired equipment and set up a small lab of her own in Laos, staffed by herself and some renegade scientists. There she and her staff conducted research into pheromones.

Pheromones are a scent, often subliminal, given off by some animals, usually the female of the species, when it is mating time. The scent attracts a mate, thereby perpetuating the species.

For Feolina, the idea was to develop one that would work on humans. Then she could use this powerful discovery to strike back at the intelligence agencies using a sophisticated version of the techniques that destroyed her family.

The problem was that the biochemistries of humans were too diverse; no one scent worked for everyone. Just as colognes and perfumes have a different smell when they react with individual body chemistry so did the pheromones. Also each person reacted differently. The only way to make the pheromone work was to experiment with two people until one scent was found that reacted with that particular female's chemistry in such a way that was pleasing to that particular male.

Feolina was determined to find a simpler, more reliable way to duplicate the effect of pheromones. Her entire plan depended on making romantic attraction a certainty rather than a trick of fate, so she began experimenting with chocolate.

Chocolate, and other foods, contain a substance called phenylethylamine, which when ingested promotes the production of endorphins in the brain. Not much is known about endorphins, except that these peptides are related to pain suppression and good feelings. The happier a person's mental state, the more endorphins his brain produces.

Unfortunately, the amount of phenylethylamine in chocolate and other foods is so small that a person would pass out from overeating before being affected. Feolina was interested in isolating the chemical and then creating it artificially or selectively stimulating the brain's production of endorphins.

After a long series of failed experiments, Feolina and her people finally devised a two-part formula that, combined in a person's blood, would stimulate the production of endorphins in the brain. Feolina called it The Pheromone Effect. (For details on the effects and use of pheromones see the **Weapons** section of this chapter.)

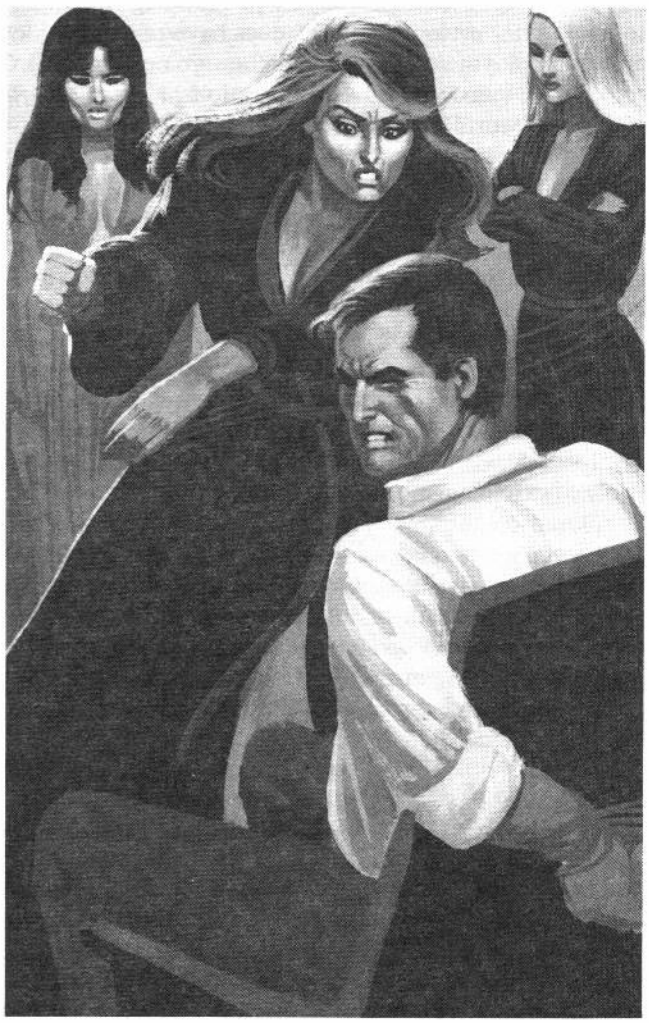
Once she perfected The Pheromone Effect, Feolina destroyed her labs along with the scientific staff so no one else would be able to duplicate her discovery. She now could implement her master plan, to create a world wide network of freelance intelligence agents through which she will make her fortune and have her revenge on the intelligence agencies of the world.

Personality

Feolina is always cool and composed. With men, she is always slightly flirtatious. With women, she is condescending and definitely exudes an attitude of overwhelming superiority.

There are two ways to break through Feolina's seemingly imperturbable calm.

The first is to bring up the subject of her father and his treachery. Feolina is still dedicated to her father's memory and has managed to compensate for her anger



over his actions by placing the blame on the intelligence community. Any character who mentions her father's actions in their true light and argues that he was a willing traitor rather than the innocent victim of a complex plot will find himself the unwelcome recipient of Feolina's wrath. Automatically, her Reaction will become Opposed and she will probably have the character taken off to be executed in some clever fashion.

The other is to face her with James Bond. Bond is one of Feolina's pet projects. In fact, she will often undertake an operation just to embarrass or defeat Bond. She does not want Bond to die quickly, so she will try to avoid having to kill him. She wants to make Bond suffer humiliation and disgrace.

Note: *If you wish, you may run an adventure involving the discovery of Vandemere's treachery, where one of the characters would be responsible for the scientist's death. Feolina's hatred would then be aimed at the character, not Bond. (See* **Campaign,** *below, for further information.)*

Goals

Feolina deals in freelance espionage. She will steal anything, assassinate anyone, or sabotage anything so long as her price is met. She does have one condition of her employment, though. The assignment must, in some way, interfere with the operation or a project of one of the world's intelligence organizations.

Feolina is dedicated to making intelligence agencies look foolish. In doing so she will undermine their efficiency so they will become ineffective and their countries will dissolve them. This does not prevent her from working for an intelligence agency, just so long as she can work against another one. For example, she will accept an assignment from the KGB so long as it involves upsetting a plan of the C.I.A. Or she will take an assignment from the Mossad if she can see a way to use it to embarrass M.I.6. In many cases, the intelligence agency involved does not know it is hiring "The Madam," Feolina's cover name.

Based on the theory that a person in love will do foolish things, Feolina uses The Pheromone Effect on as many operations as possible. What easier way to lure a person to their death or into revealing secrets than by making them fall in love? So, by using The Pheromone Effect, her field agents will infiltrate and suborn intelligence agents and dupe civilians during the course of their operations.

Weapons

Feolina's field agents will use whatever pistols and rifles you wish to give them but these are mere toys beside the power of The Pheromone Effect.

The Pheromone Effect is the result of two components whimsically called AMO-1 and AMO-2 by Feolina. AMO-1 is given to the victim in daily doses. The chemical enters the bloodstream where it remains dormant until it reacts with AMO-2. AMO-2 enters the victim's system through respiration, meaning it is inhaled and enters the bloodstream through the lungs. When the two combine they stimulate the production of endorphins by the victim's brain, giving him a feeling of euphoria.

AMO-1 is usually dropped into the victim's drink (coffee, martini, soda, etc.). AMO-2 is contained in the cologne used by Feolina's field agents. Whenever an agent hugs a victim, the victim inhales the second component and gets a "rush." The victim naturally attributes this feeling to love.

It usually takes about a week for the proper levels of the components to build up in the victim's bloodstream, after that it only needs the daily boost. For that first week, Feolina's people must rely on their natural charms to maintain the victim's interest, not a very difficult proposition.

In game terms, the pheromones act as a modifier during a Seduction attempt. The Victim receives a −4 Ease Factor modifier to his WIL rolls to resist the Seduction, (−6 if the Victim has a Weakness for the Opposite Sex).

By adding a soporific drug to the pheromone compound, a General Condition can be imposed on the victim or he can be made to carry out Specific Instructions as per the Brainwashing Rules in the *For Your Information* supplement. In this case, though, the applicable skill is Seduction, not Interrogation and Torture, and all Seduction modifiers apply to the roll. The Base Time is 8 days as per any Brainwashing attempt. The degree of success is determined by using the Brainwashing Chart and all rules regarding recovery and the limitation of the conditions or instructions apply.

Note: *The Pheromone Effect is obviously very powerful. Therefore, the chances are very good that players, realizing its power, would attempt to use it constantly to make their characters' missions easier. Such a use of The Pheromone Effect by characters could unbalance your campaign. That is why there is a week's waiting period before The Pheromone Effect is felt, most characters would not be able to wait that much time during a mission. Also, M.I.6 would frown on the the use of such a mind-altering drug.*

Organization

To make her organization work, Feolina has hand picked her field agents from among the best looking roamers, drifters and criminals of the world. There is no field agent working for Feolina who is less than Attractive in appearance.

Feolina is certainly not a practitioner of sexual discrimination. She has both male and female agents since

women around the world are coming into positions of power.

Her people live in the large cities around the world: Tokyo, Bangkok, New York City, London, Paris, Rio. They are especially concentrated in areas that attract tourists since their prey is most likely to be susceptible to romance while on vacation.

These field agents do not know Feolina is their boss. All they know is that they are working for someone known as "The Madam." Even during the times when Feolina is working side by side with her field agents on what she considers an "interesting operation" she does not let on who she really is.

Feolina's formal organization has a research section and an operations section. The research section is composed of a number of biochemists engaged in further research into the use of pheromones. The operations section consists of all of Feolina's field agents.

The research section is led by Dr. Dorothy "Dot" Van Esterfeld, a leading biochemist who has done extensive research into the biochemical nature of emotions. Dot, as she prefers to be called, runs a private cosmetics institution called the Suzerain Clinic outside Baltimore, Maryland, a highly regarded research center. It is actually a front for her work for Feolina. The site was chosen by Feolina personally since she doesn't think the C.I.A. would look for her "practically in their own backyard."

The operations section is led by Shana Golder, who works under the cover of being the head of an elite modeling agency in Paris. The agency is legitimate and handles a number of top models who know nothing of the actual nature of the company. On a private phone hidden in her office, Shana handles all the clients. This allows Feolina the freedom to roam back and forth between the two sections. Feolina actually works in the field when a particularly interesting assignment crops up.

The agency is known as the Satin & Lace Modeling Agency and has "representatives" in New York City, Rio, Buenos Aires, Pretoria, Athens and Oslo.

Fortress

Feolina has no armed fortress for herself. Since she keeps in the background most of the time, she does not see the need for surrounding herself with impenetrable defenses. She makes do with the condos and apartments she maintains around the world in such places as Rio, Paris, Washington D.C., Los Angeles, Tokyo and Bombay.

Satin & Lace Modeling Agency is in a modern office building along the Ave. du New York across the Seine from the Eiffel Tower. There are no special security measures taken here, either. Behind a bookcase, there is a secret door that leads to a small office where the communications equipment, computer terminal and files for The Madam are kept.

The Suzerain Clinic in Maryland is located in the center of about 35 acres of rolling grassland. It is very modern and clean. The park-like atmosphere helps maintain employee morale and is also useful in keeping out unwanted visitors. All the trees for 200 feet around the main building have been removed, giving a −2 Ease Factor modifier to any Stealth attempt to approach the building.

Suzerain is not a fortress that need be breached. People go in and out of it all day. Suzerain is a legitimate cosmetics firm that develops and manufactures a line of expensive make-up and perfumes. Dot's activities for Feolina are reserved for the lab complex beneath her office. The secret lab is guarded by television cameras and sensor alarms that are hooked into a central panel behind a reproduction of Ruben's "Marie de' Medici, Queen of France, Landing in Marseilles" in her office.

Campaign

The first time the characters should hear of Feolina is through the standard dossier being passed through the office (see M.I.6 DOSSIER). At this point they should think of Feolina only as a renegade agent who might have a powerful viral agent.

On the first adventure involving Feolina, the characters should only discover they are up against someone called The Madam. It can be a simple investigation into an M.I.6 station member who has been passing secrets to his lover. The investigation should culminate in the characters meeting with Feolina and having a good chance of finding out that she does not have the virus she claims.

Eventually, the characters will have to find out that the virus threat is a hoax, but that realization will not lessen the impact of Feolina's operations. It should just make them less wary about taking her on.

The Pheromone Effect should not be revealed during this first adventure. The characters should learn of it only after they have had several encounters with Feolina and have witnessed the power of The Pheromone Effect. The players should be given an opportunity to reason out how Feolina's people manage to captivate so many civilians.

Like Lyndon Parkhurst, described elsewhere in this book, Feolina can be a very personal enemy for the player characters. Instead of wanting to test them with deadly challenges, though, she will be attempting to make the characters look foolish and ruin their credibility and their careers, especially if one of your players is running James Bond.

To make it more personal, you can run adventures using Feolina as an ally of the characters' before her father's secret is uncovered. Then, using the suggestion under **Personality**, above, have one of the characters be responsible for the death of Vandemere. That character will then inherit Feolina's wrath instead of Bond.

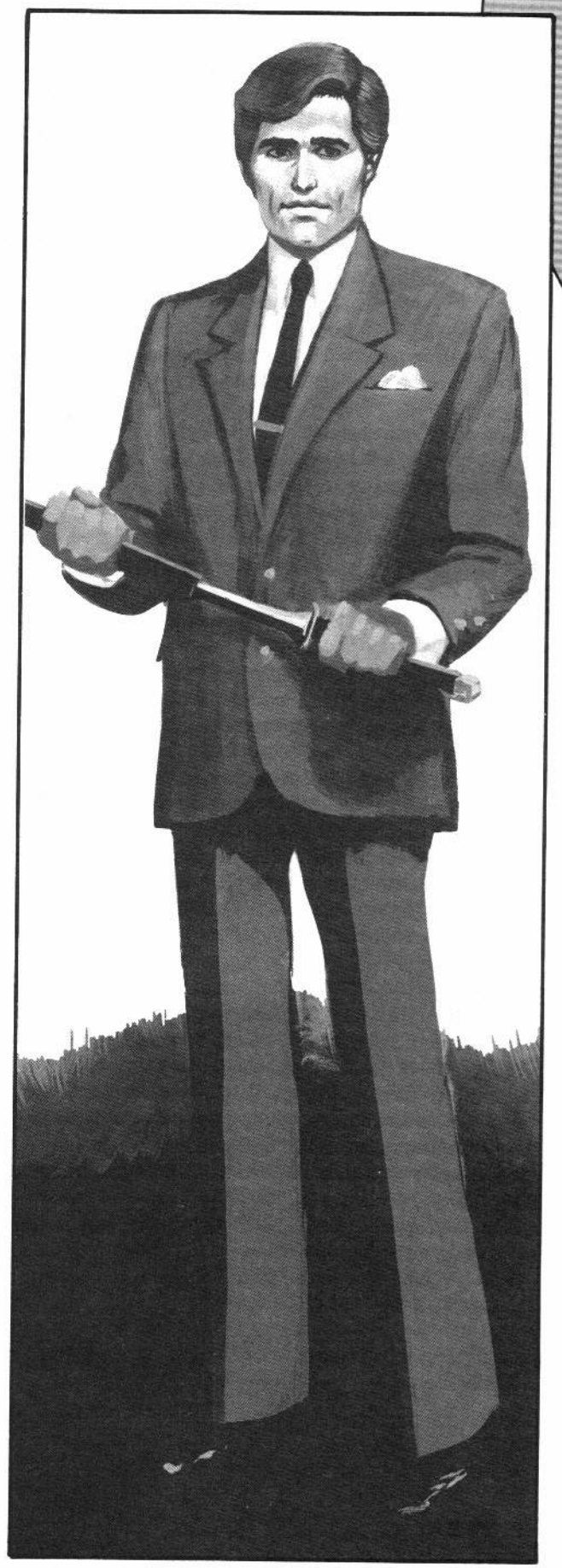
Adventures

Since Feolina is for hire, she is a catchall Major Villain who can be used for any kind of operation you can conceive. She has no scruples at all so she can be used for a mission involving a government coup as easily as one involving only the theft of some microfilm. The constant method of these operations should be the duping of innocent civilians into doing most of the dirty work. Some adventure ideas include:

1) M.I.6 could be hit with a series of agent assassinations, all engineered by Satin & Lace and occurring at scattered locations around the globe. In each case, the agent had just met someone he or she was planning on marrying and had signed over his or her insurance and any death benefits to Feolina's agent. The overall plan is for Feolina to fill her coffers and drain the working capital of M.I.6.

2) At an economic summit conference in Bonn, West Germany, one of Britain's leading industrialists does an abrupt about face, speaking out against Britain's foreign policy and calling for the nations of the world to unite and expel those they know are British agents from their respective countries. This is the beginning of a plan by Feolina to expose and thereby neutralize British agents around the world. Then she plans on doing the same to agents of the C.I.A. and the KGB.

3) A high-ranking member of the British government (it could even be M, Q or the Minister of Defence) has been taken in by one of Feolina's field agents. The ultimate plan, which the characters must uncover and stop, is to brainwash the government official into committing an act of treason. It could range from anything from handing over military secrets to a planned attack on the Prime Minister.



Lyndon Parkhurst

STR: 10 **DEX:** 11 **WIL:** 11 **PER:** 14 **INT:** 12

SKILLS (SKILL LEVEL/PRIMARY CHANCE)
Boating (10/22), Charisma (10/21), Cryptography (11/23), Disguise (9/24), Diving (15/25), Driving (12/24), Electronics (9/21), Evasion (11/21), Fire Combat (14/26), Gambling (4/18), Hand-to-Hand Combat (11/21), Local Customs (7/21), Lockpicking and Safecracking (10/21), Piloting (8/20), Riding (3/15), Seduction (6/16), Sixth Sense (11/25), Stealth (10/21), Torture (13/24)

ABILITIES: Connoisseur, First Aid, Photography

HEIGHT: 6'2"	**SPEED:** 3
WEIGHT: 195 lbs	**HAND-TO-HAND DAMAGE CLASS:** B
AGE: 36	**STAMINA:** 30 hours
APPEARANCE: Sensational	**RUNNING/SWIMMING:** 40 minutes
FAME POINTS: 10	**CARRYING:** 101-150 pounds
SURVIVAL POINTS: 10	**WEAPON:** Trick Walking Sticks

FIELDS OF EXPERIENCE: Board Games, Computers, Economics/Business, Fine Arts, Football, Golf, Ice Hockey, Snow Skiing, Squash, Tennis, Toxicology, Water Skiing

WEAKNESSES: Sadism

IDIOSYNCRASIES: Always impeccably dressed and mannered; always appears smug and laid back giving credence to his bored socialite cover; becomes very attentive with his victims

INTERACTION MODIFIERS: Reaction (−3), Persuasion (−4), Seduction (−2), Interrogation (−3), Torture (−4)

DESCRIPTION: Hair: Black; Eyes: Grey/Gold; Scars: None; Distinguishing marks: None

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Throughout the animal kingdom, there is "the rogue." The rogue lacks the usual instincts of the species and usually has a highly aggressive, even violent, nature. This aberration breaks the laws of nature by killing for reasons other than food or survival. The rogue enjoys the kill.

Mankind is not exempt from mutation concept. At the mild end are people who lose their temper too easily and lash out at a convenient target. At the extreme end are the psychopaths who hunt down victim after victim.

In all cases, the violence is a release, a sick ecstasy only understood by the rogue.

In the James Bond mythos, there have been a number of rogues. Any Privileged Henchman can qualify,

but the prime examples are Red Grant and Francisco Scaramanga, two men who love the act of killing but have found a more or less suitable outlet for the violence. Both men kill on orders, Grant for TAROT, Scaramanga on a contract basis. This gives them some veneer of civilization with which they can fool themselves and the outside world.

Both men, though, would probably tremble at the thought of being hunted by Lyndon Parkhurst. Parkhurst is the worst kind of human rogue. He is a sociopath. A more detailed explanation of a sociopath is given later in this chapter, but briefly, Parkhurst is without a conscience. He has no concept of right and wrong and considers the rest of the people in the world to be as emotionally empty and morally barren as he is.

Parkhurst does not harbor ambitions of power or domination. He is out for money and greater challenges. He is seeking a worthy adversary, not to admire or chat with, but to kill in an ultimate game of cat and mouse.

Background

In his youth, Parkhurst was always caught in a struggle of cultures. His father was "Wild" Mike Parkhurst whose father made it rich in Texas oil and ranching. "Wild" Mike would work the ranch with his father and the two were very close. Between the two of them, the ranch made the family rich long before oil was discovered beneath it.

"Wild" Mike and his father were men of the earth, which meant that though they had money, they were still rather crude in their attitudes. But they were also kind and giving with a streak of inveterate honesty running through them.

When his father died, "Wild" Mike continued the lifestyle that made them famous. But as the years went on, he began to think about the future of his empire and the need for a legitimate "heir to the throne." But the world of oil had changed from the wildcatter times of his father. Now he had to deal with large cartels, Arabs and government people. "Wild" Mike suddenly found he had to become respectable.

So a memo went out to all his employees in all his factories which ordered that "Wild" no longer be put in front of his name, whether in writing or in speech. The public relations people scrambled to change the stories they were sending to wire services and began, as ordered, to work on Mike's image to make him appear more sophisticated and urbane.

To complete the picture, Mike married a young Englishwoman, the third daughter of Ernest Marston, Earl of Lyndon. Rachel proved to be a definite asset for Mike. She knew all the proper manners had the right contacts and would present the proper image. Mike even grew to be very fond of her, though she never let him forget that the marriage was agreed to to keep her family from falling into poverty.

In time, Rachel presented Mike with a number of children. The first was a boy immediately named Mike Junior. Mike was overjoyed, here he had the heir he wanted. As far as he was concerned, the marriage was a success and he set about raising the boy to take over the business.

The unfortunate effect of this devotion was that the other children suffered from emotional neglect. This did not make a difference to the two girls who could always turn to Rachel for a role model, but it did have an effect on the only other son and youngest child, Lyndon.

Parkhurst was forced to live in the shadow of his elder brother; the number of years separating him from his brother made sharing experiences and emotional support impossible. When Mike Junior was a teenager, Parkhurst was just entering third grade.

Further conflict arose because his father wanted Parkhurst to become a rough and tumble cowboy, like his older brother. While Rachel wanted him to grow up to be a fine English gentleman. The result was a very confused and introverted boy, who grew into something worse.

FURRY FRIENDS

The family lived so far out of town that Parkhurst never had too many friends his own age to play with, so he grew up depending on himself for entertainment. He would spend hours reading or playing with his toys, but he spent an excessive amount of time with the seemingly endless series of pets his parents got for him.

Parkhurst had terrible luck with pets. They all seemed to die, run off, or turn and attack the boy. No one could figure out why, he was always seen stroking and petting the animals and cooing soft words of affection and joy to them. Whenever one of them would die or run off, Parkhurst would sob until his parents would get him a new pet.

With the wisdom of retrospect, it is hard to believe that no one became suspicious of the rapid turnover of pets. If anyone had paid more attention, his parents may have gotten Parkhurst psychiatric help and he may not have sunk to the depths he did. Underneath the mask of a loving and caring master, Parkhurst was actually torturing and teasing his pets to death.

The moment Parkhurst received a new pet, he would set about finding new ways to satisfy his aberrant desires. Somewhere in the darkest reaches of his mind, Parkhurst knew he would be punished for what he was doing so he would torture his pets only when alone, away from decent eyes. Since the animals could not talk, they were the perfect victims. No one ever suspected the sadistic streak that ran through the small, quiet boy.

Parkhurst's displays of affection were not an act, though. In the black, twisted caverns of his mind, he truly loved his pets. The tortures gave him pleasure so he cared about his pets since they gave his life a measure of joy.

His torture sessions continued until he reached high school.

His high school life was considered normal enough. Parkhurst was bright and personable, liked by both classmates and teachers. He completely skipped the "awkward stage" of puberty. He never suffered from acne, or got gangly, or went through painfully emotional shyness. He was always cheery and smiling. The girls he dated during high school always reported, sometimes to their dismay, that Parkhurst was a complete gentleman. He never became fresh or tried to take advantage of them and would always settle for a brief kiss goodnight — this made him very popular with parents.

THE LADY KILLER

Parkhurst's high school years have only one black mark. During his senior year, his home town was terrorized by a series of slayings of young people, mostly female.

The victims were all found in deserted areas and were all killed the same way. They had been tortured and finally suffocated. The police could find no clues or motives. Apparently, the killings were picked at random with little or no regard to backgrounds or habits. The first murder occurred in December and the eighth and last one happened in May of the following year.

Since everyone and no one were suspected and clues were scarce, Parkhurst got away with the killings.

During his senior year, Parkhurst was driving to town when he was flagged down by Holly "Cookie" Ellensworth, a girl he knew from school. She was walking home from a date who had been rude and pushy. Cookie, enamored with the Parkhurst family wealth, started becoming affectionate with Parkhurst. She convinced him to park down an old deserted road so they could "admire the stars."

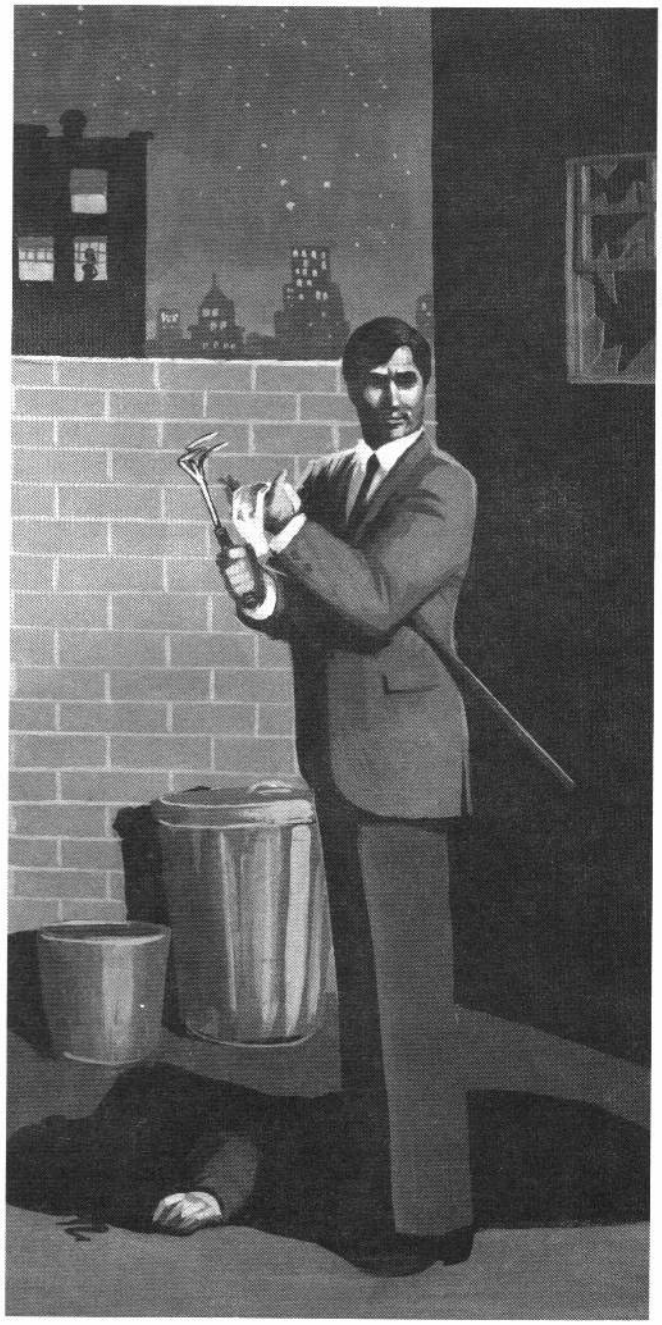
While they looked at the stars, Cookie began snuggling up against Parkhurst but he showed no interest in her and began walking back to the car. She started after him, calling him all sorts of names and deriding his manhood. Parkhurst endured her insults until she threatened to go tell his classmates that he "wasn't a real man."

Parkhurst suddenly swung and backhanded Cookie across the face. The girl fell and lay very still. In that moment, something awakened in Parkhurst that was to prove worse than anything he had done before. For the next two hours in the middle of that open countryside, he started that long, hard fall into the depths of human depravity. The tortures and pain he had inflicted on his pets were mild compared to what he did to Cookie before he finally suffocated her.

Eight times over the next few months, Parkhurst drove around and, after spotting a young hitchhiker or girl he knew, gave them a ride. Feigning affection, he lured them to secluded areas where he killed them. He would never stalk any one particular victim. Instead, he would find a "target of opportunity," as described by the police. Whenever he was in a murderous mood and chanced across a potential victim, he would go a-hunting.

During this spree, Parkhurst discovered that it was not the mass slayings that gave him pleasure but the coming up with new tortures. He found he got as much perverse joy out of planning new and different ways to torture and kill as he did performing the murders. He also discovered that the sex or his relationship to the victim did not heighten or diminish the excitement he felt. One of the last victims was a casual male acquaintance of Parkhurst's. They had agreed to go out on an armadillo hunt without telling anyone. The young man was never seen again.

Later, while he was in college, there were some isolated episodes where Parkhurst would pick up a hitchhiker or a runaway. There were always naive people so he had more than enough "targets of opportunity."



SMOOTHING THE ROUGH EDGES

At college, Parkhurst decided to get rid of the country boy in him. He changed his style of dress after studying some of the better men's magazines. He worked with a tape recorder to get rid of his Texas twang and accent. He enrolled in speech and broadcasting classes in order to find out how to modulate his voice. He began absorbing as much as he could find out about wine, food, art and culture. By the time he returned to his home town the summer after his freshman year, he was unrecognizable to his old classmates and to his family.

In college, Parkhurst was always in the top ten percent of his class, even though he was carrying a double major of Business Administration and Political Science. The combination of his grades and his majors made him a prime candidate for the C.I.A. recruiter on campus. When approached, Parkhurst thought it over for all of four seconds and accepted.

Parkhurst went through the C.I.A. training school without even breaking a sweat. He excelled at codes, microphotography, infiltration and undercover work, but he amazed his teachers by how adroitly he learned his lessons in weapons and self-defense. Parkhurst allayed all fears by explaining his background in Texas included a lot of "varmint shooting and roughhousing."

Parkhurst's early assignments were very successful, even if they were a little on the violent side. He has proven to be a very effective agent, but the kind that would foment a bloody coup rather than use propaganda and money to sway an election. His bloody tactics were the type that outraged groups against the intelligence community.

Obviously, Parkhurst has used his field work as a means to indulge his mania. He was responsible for the "Werewolf Slayings" in Paris, where he used a gardening tool to rip open the throats from his victims. In Bombay, he killed a nightclub entertainer just to see how long it took between when air was injected into the bloodstream and the victim died of an embolism. In Tokyo, there were a series of unusual deaths that were attributed to "heart attacks"; it was Parkhurst testing out the reliability of using insulin as an undetectable means of killing.

Parkhurst grew bored during his time with the C.I.A.; he wanted more challenges and more interesting episodes. To find them, he began letting it be known that a mysterious assassin known only as "The Ripper" was available for disposal of intelligence agents. Working through some reliable contacts, Parkhurst began getting offers. He attacked each assignment with renewed interest. Each time trying to find the perfect method of murder that would give him the ultimate satisfaction.

Note: *Details of these killing are in the M.I.6 DOSSIER.*

As explained later, Parkhurst should still be working for the C.I.A. when the characters first meet him and they should be the ones to uncover Parkhurst's true identity.

Personality

Parkhurst is a classic psycho-sociopathic personality. Such a personality has been discovered only fairly recently, since they are so hard to detect and diagnose, even by experts.

Sociopaths are very different from psychopaths. Usually a psychopath has some outward manifestation of his illness, they may lose their tempers too easily or talk to themselves or appear depressed. Sociopaths display no outward signs of their dark side. They are usually quite intelligent and amiable. They are not good at abstract thinking, but do excel in areas where they can work with absolute values, such as in mathematics.

As mentioned in the M.I.6 dossier, a sociopath has no emotions. They have no concept of good or evil, right or wrong, love or hate. Parkhurst can give the illusion of emotions but all he is doing is mimicking what he has seen others do. Without any concept of emotions to use for reference, Parkhurst thinks that the rest of the people in the world are as devoid of feelings as he is. He also considers himself more clever than everyone else, and inwardly smiles whenever he has bested or fooled anyone.

Since Parkhurst does not feel love, guilt or shame; Interaction Skills like Seduction and Interrogation have very little effect on them. This is reflected by the negative modifiers listed above. He is quite capable of feigning affection when seducing or being seduced, but he will never be affected by love since he cannot feel it.

Parkhurst loves a challenge but never plays by any rules nor does he have a code of honor. He will use every dirty trick he can to get his opponent. The only "code," if it can be called that, is that, if the opponent is a player character he has faced or known in the past, he will let the character know whom they are fighting. With the character on his guard, the chase becomes more challenging for Parkhurst and therefore gives him a greater thrill.

Goals

Parkhurst is looking for interesting episodes and greater challenges, but he is a mercenary and commands a high salary. While he will never be anywhere near Scaramanga's $1,000,000 per hit, he does do alright by himself.

In addition, Parkhurst will hire himself out as a freelance agent. Especially when the assignment brings him up against a new challenge or against an old rival.

Weapons

While Parkhurst is proficient in Hand-To-Hand and Fire Combat, he has a particular fetish in using weapons disguised as walking sticks. Parkhurst

carries these sticks as defensive weapons or when he is caught by surprise. He does not normally use them for assassinations.

Parkhurst has a number of these sticks, since each one can only contain one hidden weapon. For example, a walking stick could not hold a sword and function as a rifle. However, all Parkhurst's sticks are weighted to be used as clubs, in addition to having a secret device.

When using Parkhurst on an adventure, you should choose ahead of time which trick walking stick he will be carrying. It is bad GMing to wait until a situation arises and then decide which stick is appropriate.

In the descriptions below, the CON for each stick is not for hiding the stick itself. They are applied to a PER roll, which if successful, will alert the character that the stick contains a hidden weapon or device. A Quality Rating of 1 or 2 means the character knows exactly what kind of weapon or device it is.

Club-Headed Walking Stick: All of Parkhurst's walking sticks are weighted at the head so as to be effective clubs. The shaft of the stick is reinforced so it can be used as a club or a quarterstaff. When used as a club, the stick's Attributes are:

PM	S/R	AMMO	DC	CLOSE	LONG
0	na	na	+2	na	na

CON	JAM	DRAW	RL	COST
−5	na	−3	na	60

Sheathed Sword Walking Stick: This stick is similar to the umbrella sword described in the *Q Manual* except that it is ineffective against rain. Almost useless against an armed opponent, the sword is quite effective when wielded against unarmed opponents or opponents with knives. The blade is good for thrusting, mediocre for cutting and is not balanced at all for throwing.

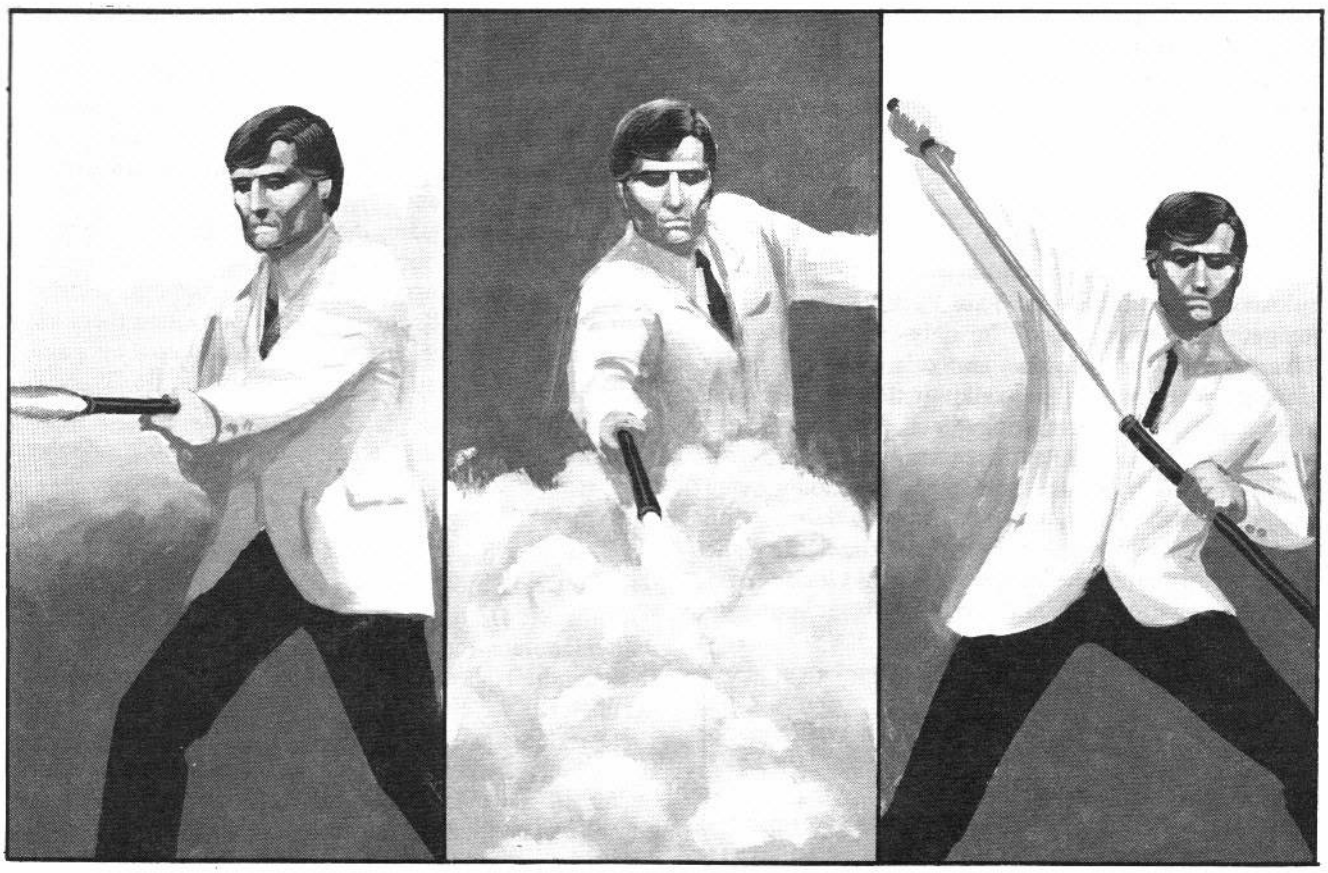
PM	S/R	AMMO	DC	CLOSE	LONG
0	na	na	+3	na	na

CON	JAM	DRAW	RL	COST
−4	na	−5	na	150

Smokescreen Walking Stick: With a twist of the head, this stick begins spraying out a dense smoke for twenty feet around in all directions. During the ensuing confusion, Parkhurst will try to make his escape. Obviously, Parkhurst does not use this device unless he has already decided on his escape route. Outdoors, the smoke dissipates in five rounds. Indoors, the smoke will not dissipate until six rounds after a door or window has been opened or smashed or 15 minutes have passed.

PM	S/R	AMMO	DC	CLOSE	LONG
na	na	na	na	na	na

CON	JAM	DRAW	RL	COST
−4	na	na	na	325



Spraying Walking Stick: This insidious device can be filled with just about any non-corrosive chemical from the *Q Manual*. Usually, Parkhurst loads it with cyanide or prussic acid (see the SMERSH booklet for complete details on the toxicity and use of prussic acid). The liquid shoots out a small hole in the top of the handle. Parkhurst approaches his victim, holding the stick casually just under the handle. When he gets close enough, he presses a small stud at the base of the handle and the liquid shoots out, hitting the victim full in the face and mouth. The stick can hold up to three sprays worth of any one chemical.

PM	S/R	AMMO	DC	CLOSE	LONG
0	1	3	na	na	na

CON	JAM	DRAW	RL	COST
−6	na	na	9	300

Retractable Sword Walking Stick: The idea of the sword in the walking stick made mechanical. With a twist of the stick head, a foot long blade pops out from the base of the shaft, which accounts for the better Draw modifier. In this case, the double sided blade can be used for both thrusting and cutting. The stick can be thrown as a spear up to a number of feet equal to five times the character's STR. To retract the blade, the head must be twisted in the opposite direction. The Jam number given below works the same as with pistols and rifles. If the attacker rolls a 99, the mechanism jams and the blade cannot be extended or retracted, depending on the position it is in. The repair skill for fixing the stick is attacker's the Hand-To-Hand combat skill. This blade can be coated with poison or a tranquilizer, if you so choose.

PM	S/R	AMMO	DC	CLOSE	LONG
0	na	na	+3	na	na

CON	JAM	DRAW	RL	COST
−4	99	−4	na	200

Explosive Walking Stick: This stick is Parkhurst's Armageddon Device, which he only carries when he knows he is going up against two or more "00" level opponents. The shaft of the walking stick is filled with plastic explosives. By twisting the head of the stick, Parkhurst starts a time delay fuse lasting two rounds. At the end of that time, the stick explodes doing Area Damage Class K. The stick can be armed and thrown up to a number of feet equal to four times the STR of the thrower. If in immediate danger of being killed, Parkhurst is quite willing to arm the stick and then hold onto his opponent so they both die together.

PM	S/R	AMMO	DC	CLOSE	LONG
na	na	na	na	na	na

CON	JAM	DRAW	RL	COST
−4	na	na	na	500

.32 Calibre Walking Stick: Slim and elegant, this walking stick slides open to reveal the loading breech. The stick only holds one round, the idea is to get within 10 feet of the victim to do the maximum damage. The elegant head is shaped to act as a grip.

PM	S/R	AMMO	DC	CLOSE	LONG
0	1	1	E	0-3	8-10

CON	JAM	DRAW	RL	COST
−4	99	−1	2	300

Hidden Flasks Walking Stick: This stick can be either deadly or amusing, depending on what Parkhurst fills it with. Inside the shaft of the walking stick are four two-ounce vials that can be filled with any chemical or drug in the *Q Manual*. Depending on what is being carried, the vials are made of metal, plastic or glass. Using this stick, Parkhurst can carry a supply of knockout drops and/or poisons and/or acids with him. Of course, it can easily also hold four vials of VSOP brandy to toast the success of a mission.

PM	S/R	AMMO	DC	CLOSE	LONG
na	na	na	na	na	na

CON	JAM	DRAW	RL	COST
−5	na	na	na	75

Organization

Parkhurst prefers working alone. When necessary, he will hire on some thugs or accomplices to help him with a scheme. These accomplices will cause a distraction to keep the victim from noticing an ambush or trap Parkhurst has set.

Parkhurst never uses the same people twice. In fact, most of his accomplices are never heard from again. Parkhurst has developed an efficient method of ensuring their silence. He kills them. He has not killed them all, but he makes sure he gets rid of all who know his name or have seen his face.

Fortress

Parkhurst has no fortress in the usual sense. Since he works alone he does not have to protect anyone but himself. He has no need to build a permanent base with elaborate radar alarms or electrified fences and five hundred slavering dobermans padding along the perimeter.

Parkhurst will take security measures wherever he is staying, such as burglar alarms or the standard makeshift alarms. A full detailing of these types of alarms can be found in the Hotel Section of the *Thrilling Locations* supplement for the *James Bond 007* game.

Campaign

Parkhurst is designed to be a personal enemy of the player characters in your campaign. Ultimately, he will become a freelance assassin/agent once the players in your campaign realize that he is the "Ripper" assassin and inform the C.I.A.

The first time you use Parkhurst, the players should think of him as an ally. They should have no idea he is the "Ripper" assassin. If any of your players have read this book, you will have to change Parkhurst's name to one of your own choosing.

Before the characters meet Parkhurst, you should let the players read the M.I.6 Dossier on "The Ripper" as part of their standard weekly briefing. A few intelligence field agents should be reported killed in sadistic ways, but with no leads for the characters to follow up. At no time should you let on any more information than is in the Dossier.

In a follow-up adventure, Parkhurst can be introduced to your campaign as an ally of the characters, a co-worker of Felix Leiter's who is helping the characters. If asked, Felix will let the characters know outright that he does not approve of Parkhurst's violent methods. Leiter will warn the characters to keep an eye on the young agent or Parkhurst may go too far. During these adventures, the characters should learn of Parkhurst's fondness for trick walking sticks.

In this first adventure, your playing of Parkhurst should hint at the sadism discussed above. When it comes time for Interaction, he will favor Interrogation over Persuasion and physical beatings over psychology.

Over the course of several adventures, Parkhurst's nature should become more evident, until the characters become suspicious of him. At that point, you can send the characters after the "Ripper" assassin with Parkhurst along to help them. During the adventure, the characters should discover that Parkhurst is the "Ripper," but Parkhurst should escape. The characters can then report the identity of the "Ripper" to the C.I.A., forcing Parkhurst to go into hiding and become a full-time mercenary.

From then on, any mission that involves Parkhurst and the characters will be a two edged sword. The characters will have to stop Parkhurst's overall plan and avoid his death traps. Parkhurst will see such encounters as a personal game of cat and mouse. He may even, at your discretion, issue a challenge to the characters early on in an adventure.

For example, while following a lead in the adventure, the characters go a certain address. As they knock at the front door, a bullet shatters the jamb near them. A note arrives later from Parkhurst stating that he could

have killed the character if he wanted. The challenge is made.

Most of these missions should culminate in an elaborate duel situation between the characters and Parkhurst. Unlike the result of the duel between Bond and Scaramanga, Parkhurst should escape to battle the characters at a later date. Each time Parkhurst is forced to retreat, his hatred and desire to kill the characters should increase.

Once Parkhurst is revealed as the "Ripper" assassin he will have to assume a series of identities to keep from being traced. Parkhurst has placed enough money in Swiss and Bahamian accounts under different names to last a long time and finance several identities. To further protect his identity, Parkhurst will use a false name when hiring accomplices. Because of this tactic, the characters may learn a name through an accomplice and not realize they are up against Parkhurst.

Adventures

The central core of any adventure featuring Parkhurst is the personal warfare between him and the player characters. Without this interaction, Parkhurst becomes just another thug who is dabbling in espionage.

Like Feolina, Parkhurst is a catchall villain. Goldfinger's plans always involve gold and Buonvisi's always involve economics, but Parkhurst will become involved in any kind of enterprise, or work for anyone who can meet his price. In this sense, he is similar to Aristotle Kristatos, who deals in freelance intelligence operations. What will distinguish adventures featuring Parkhurst from the ones with other villains is the personal involvement.

The relationship between Parkhurst and the characters is a time honored one. Holmes had Moriarity. Nayland Smith had Fu Manchu. In each case the concept of having an alter-ego, what Aldous Huxley termed "The Player on the Other Side," is used to make the adventure more interesting by making it more personal.

The "Player" is close to being the hero's near equal physically and in abilities. Parkhurst is close to being James Bond's physical equal. He is what Bond might have become, if you removed the conscience and sense of morality from the British agent. Adventures with Parkhurst should play up the personal side rather than the patriotic.

Some adventure ideas include:

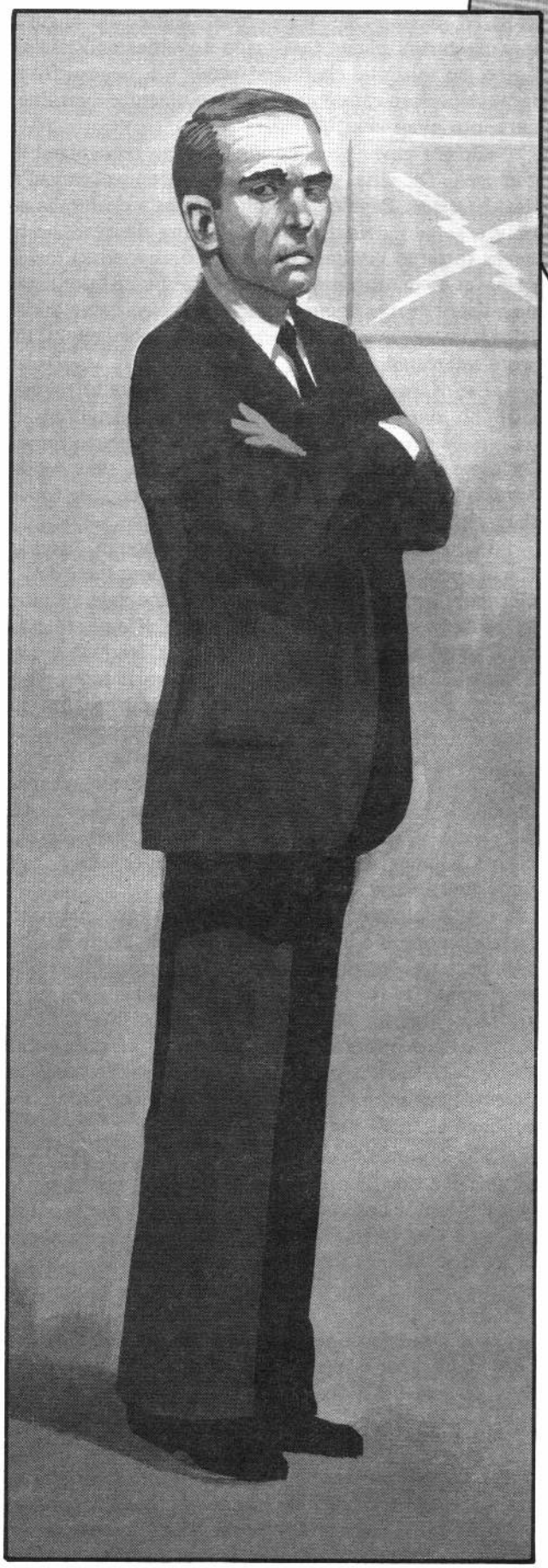
1) The characters team with Parkhurst while he is still with the C.I.A. before they discover he is "The Ripper." They are investigating a security leak from a NATO base in West Germany. The culprit turns out to be an insignificant file clerk with a high security clearance. The clerk has been seduced into betrayal by a female Soviet agent. The characters decide or are ordered to persuade the clerk to help them uncover the local Soviet contact. Once the local leader is detected, the characters can put a dent in Soviet operations in the area.

While the characters opt for gentle persuasion, Parkhurst's approach will be to intimidate the clerk with threats of physical violence. When dealing with the clerk, a smiling Parkhurst will threaten to beat the soles of the clerk's feet if he doesn't cooperate. The clerk, he will point out, will be hobbling for quite awhile. Afterward, if the characters question his methods, Parkhurst will insist that he was just playing a part to scare the clerk.

2) The characters team up with Parkhurst again to retrieve a set of schematics stolen by a renegade scientist, who is defecting to China. The schematics detail the new launch computers being shared by the British Ranger and the American Trident submarines, so both M.I.6 and the C.I.A. are called in.

Parkhurst, though, has taken a freelance assignment to get the blueprints for the Soviets. During the course of the adventure, Parkhurst works to subvert the characters' plans. He manages to get to the scientist while the characters are freeing themselves from some trap. Parkhurst kills the scientist in a gruesome manner and appropriates the schematics. In their ensuing investigation, the characters recover the plans.

This adventure is the perfect opportunity for the characters to discover that Parkhurst is a double agent. Once discovered, Parkhurst will not be able to go back to the C.I.A. and will go freelance as described above.



Franz Kleiner

STR: 12 **DEX:** 10 **WIL:** 13 **PER:** 9 **INT:** 9

SKILLS (SKILL LEVEL/PRIMARY CHANCE)
Boating (9/18), Charisma (6/19), Cryptography (5/14), Driving (10/19), Evasion (12/23), Fire Combat (11/20), Hand-to-Hand Combat (10/22), Interrogation (8/17), Local Customs (6/15), Mountaineering (11/23), Piloting (10/19), Riding (10/22), Science (3/12), Sixth Sense (8/17), Stealth (7/20), Torture (7/18)

HEIGHT: 6'1"	**SPEED:** 2
WEIGHT: 195 lbs	**HAND-TO-HAND DAMAGE CLASS:** B
AGE: 41	**STAMINA:** 30 hours
APPEARANCE: Attractive	**RUNNING/SWIMMING:** 40 minutes
FAME POINTS: 62	**CARRYING:** 151-210 pounds
SURVIVAL POINTS: 5	**WEAPON:** Mauser HSc

FIELDS OF EXPERIENCE: Political Science, Snow Skiing, Wargaming

WEAKNESSES: None

IDIOSYNCRASIES: None

INTERACTION MODIFIERS: Reaction (−2), Persuasion (−3), Seduction (−4), Interrogation (−3), Torture (−3)

DESCRIPTION: Hair: Blonde; Eyes: Light Blue; Scars: None; Distinguishing Marks: None

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Racial or ethnic chauvinism has always been part of the human condition. Every group or country thinks that it has the best government, traditions and people, and that other nations would do well to adopt their particular beliefs and mores. Crusades have been started due to this egomaniacal patriotism. Entire populations have been massacred during attempts to show them the path to a better way of life.

At the extreme end of this egomania are people who believe that they are the rightful rulers of the world. In history, the Romans conquered most of Europe and the Mediterranean. In this century, we have seen a defeated country rise up and attempt to extend its political rule over the world — Nazi Germany. Under Adolph Hitler, Germany conquered most of Europe and North Africa and threatened the freedom of the world.

Even though the Nazi dream was smashed in the 1940's, there are those who still cling to it. They embrace the idea of a "master race" that has the right to

rule. Many of them come to this idea through bigotry or fear, others get it out of history books.

Franz Kleiner's belief in a "master race" came through his parents. As the son of a Nazi officer, Kleiner was taught from an early age that the Nazi dream of a "master race" was "a noble dream, ruined only by a few decadent fools within the Nazi party."

Kleiner has many ideological cousins in the James Bond mythos. Stromberg, Hugo Drax, and Skorpios all see themselves as the "rightful rulers" of the world, but their ego is centered on their vision of themselves. Kleiner's vision is based on his being part of a greater whole, which may make him infinitely more fanatical . . . and dangerous.

Background

During the final days of World War II, many influential Nazis killed themselves, rather than face the indignity of capture. The mass suicide in Hitler's Bunker in Berlin became the example for others. If the Fuhrer could take his life, then it was no disgrace for other loyal Nazis to take theirs.

Nazi officers not so willing to die sought other escapes. Many assumed false identities and passed themselves off as civilians. These men live in constant fear of being discovered and being put before a war crimes council.

The more clever Nazi officers made deals with the invading allied forces. They would provide information invaluable to the allies in exchange for safe passage out of Germany and help starting a new identity. One such man was Josef Kleiner, colonel in the SS group known as the Werewolves.

The Werewolves were of the elite of the Nazi forces, as were the Gestapo and the SS. However, the Werewolves were not the vicious sadistic killing machines that have become the stereotypical image of high-ranking Nazi officers. They were dedicated to the fatherland as only true patriots and flag-wavers can be. They were willing to die for Nazism not so much for the ideal, but out of love for country and heritage.

Josef Kleiner was not a fool, and realized that Germany's defeat was inevitable. To prepare, Josef and his wife, Uschi, began selling their home and possessions and buying gold and jewels. Through friends, Josef smuggled these valuables into a Swiss bank. When the end of the war was near, Josef surrendered to allied troops and struck a deal with allied command. In return for information which made the final thrust into Berlin possible, Josef and Uschi, who was pregnant, would be transported to a neutral country and helped to establish new identities.

The Kleiner's first went to Geneva where they waited until the surrender of Germany was complete. With their new passports in the name of Krumholz, they moved to Central America. There, using the gold he had secreted during the war, Josef started a chain of manufacturing plants that made novelties and trinkets. Later, he sold this chain and brought a license from a large American car company to manufacture their line of cars in a plant near Oaxaca.

Kleiner never worried about being recognized and captured. The allies gave him a full pardon as part of the deal he made. Besides, though it seems a cliche, he was only a soldier doing his duty. During the war, he had never tortured civilians or assigned anyone to the gas ovens at a concentration camp. Since he had not racked up a list of crimes against humanity, he was sure that the Nazi hunters gave his capture a very low priority, if they were interested in him at all.

The Kleiner's did everything they could to make sure no one would think of them as anything but emigrants who left Germany to escape the Nazi regime. In hopes of moving to the United States, they worked hard to lose their accents by studying American movies they rented.

In the privacy of their own home, though, Josef and Uschi spent many hours reminiscing about their days in Germany and the beautiful balls and the days of glory. When his son, Franz, was old enough, Kleiner told him his true heritage, warning the boy that "though we had a historical right for what we did, the world today would never understand. All they remember were the sick ones, the leaders who defiled a noble purpose."

Franz remembered this, even when his father was shot down on the streets of Oaxaca. From what the police and his mother could piece together, Josef's cover was solid. The Nazi hunters, literally, had stumbled across Kleiner while in their search for other, more important, Nazis.

The uncovering of Josef sparked a long and heated debate among the hunters. The younger, more zealous, members wanted to capture him, even though it meant they might blow their cover. The older ones urged restraint, arguing that Josef was a minor Nazi. If he was captured and brought to trial, he would be released; all that would result is pain to the family and the young son who was not even alive during the war. The group, they stated, had more important targets.

The argument continued long and hard, the leader of the hunters finally stated that Josef would be left alone. Josef's presence in Oaxaca would be reported, but no action would be taken unless a higher authority ordered it. One of the younger, more fanatical hunters decided to take matters into his own hands, though, and shot Josef.

The assassin might have had second thoughts if he only knew what effect Josef's death would have on the then 22-year-old Franz.

AFTERMATH

Though there was no official interest in them, Uschi and Kleiner knew they could not stay in Oaxaca. Once the story of who Josef was hit the Mexican newspapers, complete with pictures, people on the street pointed

them out. There was at least one incident of vandalism per month against their home. In most cases, a swastika was painted on the walls or a rock, complete with threatening or obscene note, sailed through a window.

This vandalism fueled the outrage felt by Kleiner. His anger over his lost father festered and grew.

During this time, with the help of some of Josef's contacts in the automobile industry, Kleiner brought a working ranch outside Dallas. They had their names legally changed to Kramer, and Americanized their first names to Ursula and Frank. Kleiner spent a lot of time and money covering their tracks so no one would be able to trace them.

Kleiner, then 27, found an outlet for his anger over his father's death when he chanced upon an article in a Dallas newspaper about a local Neo-Nazi group. With Uschi's blessing, he sought out the group and became a charter member.

To Kleiner, the majority of members were little more than bigots and half wits, frightened little men who met in secret in the basements of houses or in the back rooms of local bars. They were men looking for any reason to become violent and gathering false courage from their numbers.

A certain few impressed Kleiner as being worthy heirs to the racial dream his father had boasted of. He grew friendly with them, and soon they were their own special clique. They agreed that the ideals of the group were right but that the current membership, excluding themselves, did not have enough collective intelligence to make it work. They secretly formed their own subgroup and began identifying others who could join them. At the same time, they started insinuating themselves into positions of power and responsibility to gain the clout they would need to make their ideas work.

THE WEREWOLVES

Over a few years, Kleiner and his Werewolf Force, as they called themselves, developed a secure power base within the Dallas group and began contacting other Neo-Nazi groups around the United States. Through Kleiner's efforts, a nationwide network was established. Neo-Nazi groups began coming out of the closet across the country. A number of exchange programs were implemented, Neo-Nazis would visit other Bunds to observe their methods and get some extra training.

All this overt action by Kleiner was only to test the waters. Once it was clear that Nazi groups could exist without fear of violent reprisals, he began the second part of his plan.

He revealed his heritage to his trusted Werewolf Force. They were suitably impressed, and even honored by this display of trust. He explained to them the purpose he had in mind. With the money and contacts made through the national network, they would begin, slowly, to build the Fourth Reich, but they would learn from the mistakes of their ideological fathers.

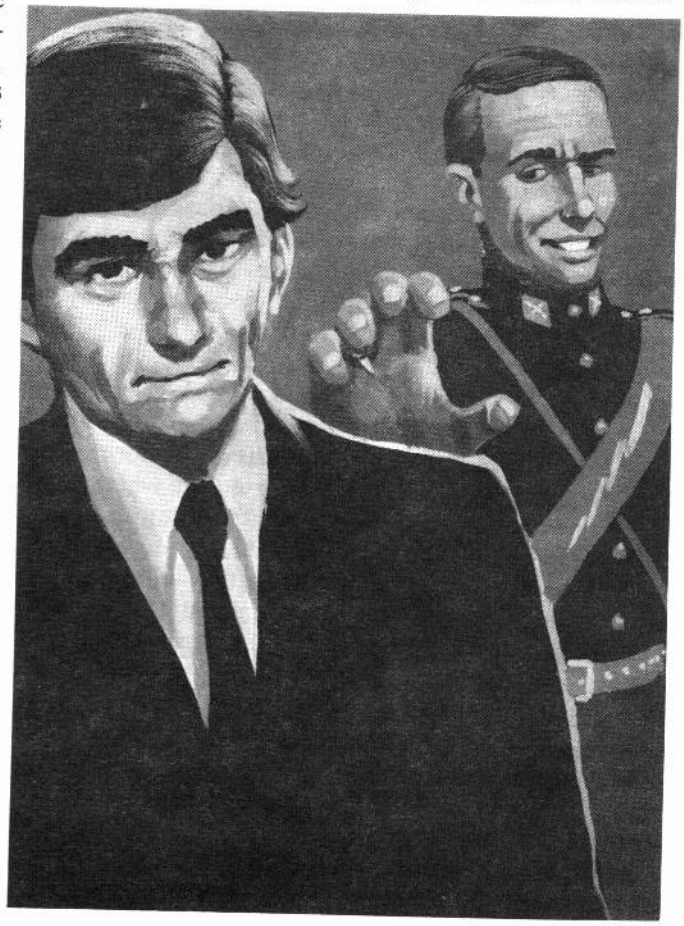
There would be no wars and no armed conquests. They would infiltrate and conquer from within to gain the powerbase they would need. They would eliminate the enemies of the Reich before announcing their return. Once they were ready and in place, Kleiner would announce to the world the existence of this sub-culture and his people around the world would rise up and seize control. The world would fall into their laps.

To build this network, the Werewolf Force would recruit from the groups around the country, using the exchange programs. Those considered worth testing to become Werewolves were invited to spend some time on Kleiner's ranch in Dallas.

At the training grounds, the Werewolf candidates would undergo further mental and physical screening. If they were found suitable to become members, the candidates would be put through special espionage training. If they passed this training, they were made Werewolves. (For a detailed description of the training grounds, see **Fortress**, below.)

Sworn to secrecy, the new Werewolves are returned to their home groups. Their assignments are keep Kleiner posted on the activities of the group, and identify possible candidates for Werewolf membership. Once four or more of Kleiner's people and infiltrated a home group, the Werewolves go after positions of power to take over. With Kleiner's funds backing them, they easily buy their way to the top of the group.

Kleiner has extended his recruitment drive to include groups in Canada but no further. While North America would provide the manpower, Kleiner was sav-



ing the rest of the world for "operations." These operations included exterminating undesirables and stealing to replace working capital. Kleiner does not want to work too closely to his homeground; it might invite undue official interest.

Personality

Kleiner is always smiling, a habit which belies his true nature. He is smug to the point of arrogance. "Of course," he will tell his Werewolf Force, "the Aryan race will rise again. The world will have no choice in the matter. One might as well try to stop the sun from shining or try to contain a nuclear blast as try to eliminate Nazism."

If met as Frank Kramer, Kleiner will affect a splendid Texas accent. In private, though, his voice is well modulated with no trace of a regional accent. He is always grammatically correct and precise in his pronunciation.

Kleiner believes that the strength is inherited through the Aryan genes. In many people, these inclinations lie dormant, squelched by "the weakness forced on the person by a soft society." If any character Kleiner meets has blond hair and/or blue eyes, Kleiner will try to appeal to their "dormant Aryan personality" and sway them to joining him. This would offer characters a perfect opportunity to infiltrate the Werewolf Force.

Other characters will be seen as inferiors by Kleiner, unless the character shows he is physically or mentally superior. Kleiner would be willing to overlook the absence of an Aryan heritage for these superior characters. The character may also interest Kleiner with information, or an inroad into a company or country where he currently has none.

Kleiner is not unresponsive to emotional overtures, but they must be from females of Aryan stock or outlook for him to become involved with them. He is careful not to take a risk of tainting the bloodlines.

Goals

Kleiner's goals are very simple and straightforward. He intends to create a power base from which the Nazi race will rise again, and take its "rightful place as leader of the world." To accomplish this takeover, he is placing his people around the world so they will be able to control all food and energy production. He is also "exterminating" those people he sees as potential dangers to his plans and the new Nazi state.

Weapons

Kleiner has two personal weapons that he favors. His personal sidearm, the Mauser Selbstladepistole Modell HSc, is known more widely by its shortened name, the Mauser HSc. Because of its great accuracy and small size, the Mauser was the standard issue weapon of the German Air Force and Navy during World War II. Kleiner picked up the weapon out of respect for his father.

The Attributes for the Mauser HSc are:

PM	S/R	AMMO	DC	CLOSE	LONG
+1	2	8	F	0-5	13-22

CON	JAM	DRAW	RL	COST
−2	99	0	1	250

When the last round is fired, the slide action of the HSc locks open. When the new clip is inserted, the slide automatically closes. There is no need to cock the gun manually by pulling the slide each time the HSc is reloaded, thus reducing reload time. Kleiner's HSc has ivory grips, that are emblazoned with the crossed lightning bolts of the Werewolf Force.

Kleiner's other personal weapon is more subtle. On his right hand, Kleiner wears a gold signet ring with a gold "K" initial on onyx. The signet pivots; on the other side are the crossed lightning bolts of Werewolf Force. The weapon, though, is on the under side of the ring. A spring loaded barb that can contain either a dose of haloperidol or cyanide.

Kleiner usually tries to get close enough to the victim to shake hands or clap the victim on the back, injecting the contents of the ring.

The victim should get a PER roll (−2 Ease Factor modifier) to notice the barb on the ring and a Sixth Sense roll failing that. If these rolls fail and Kleiner shakes hands, or can put his hand on the victim, the victim succumbs to the effects of the drug. In a Hand-To-Hand combat, Kleiner can inject his opponent only if he successfully makes a Specific Blow.

Organization

The Werewolf Force is not very large in manpower but they are dedicated and efficient. Technically, the Werewolf Force is only those people who have been

accepted by Kleiner for his special group. There are times when they use regular home groups members for such mundane tasks as being couriers or carrying pay-offs, but these dupes never know the exact nature of their missions.

Kleiner is the ultimate authority in the Force; there is no appealing his decisions.

The rest of Werewolf Force is broken down into Divisions (listed below). The responsibilities of each division overlaps another, though there are subtle differences. The purpose behind this duplication of authority is to provide a back-up. Should one of the Division Leaders be caught or killed, the head of the overlapping divisions can take over until a new leader can be named. In this way, there is no interruption of operations or services.

Once a month, the Division Leaders meet at Kleiner's ranch. Possible operations and targets are discussed and recommendations made, but the final approval must come from Kleiner. Only when Kleiner will be incommunicado for a length of time, or in an emergency can a Division Leader initiate any action.

Division 1 — Operations and Extermination: The purpose behind this Division is similar to the Investigations and Enforcement Branch of M.I.6. The field agents execute the plans drawn up by Kleiner and the Division Leaders. This department also determines what operatives will be sent out to assassinate enemies of the Werewolf Force.

Division 2 — Exterminations and Ordnance: This division acquires and maintains the arms supplies for the Force. Like Q Branch, it also develops special weapons and explosives for the field operatives. It is, therefore, well informed as to what Operations are going on and what targets the Force is after.

Note: *The bulk of this department is dedicated only to getting and shipping common firearms. They are not turning out a constant supply of high technology gadgets as does Q Branch, and agents of Werewolf Force reflect this in their lack of personal gadgets. However, the Division technicians are very efficient at disguising explosive devices as innocuous items. They are quite capable of turning out an explosive medallion, cuff-link, or statuette.*

Division 3 — Ordnance and Propaganda: This Division's personnel primarily distribute weapons to the various Werewolf members around the world. They also handle the printing of propaganda for the various Neo-Nazi home groups throughout North America. The home groups only know of the division as a print shop and clearing house that is "owned by one of the members in Dallas." The shop offers printing facilities at a very low rate, much cheaper than any regular print shop, so most groups send their literature and hand-outs to Dallas for printing. When these pieces arrive, Division 3 shares them with Division 4.

Division 4 — Propaganda and Intelligence: This Division handles the writing of brochures for the public groups and offers advice to any group that asks. It also collates and maintains the intelligence files for the Force. Since the Force is still a young organization, its intelligence files are not large nor comprehensive. The small staff spends each day combing major newspapers from around the world for new information. In the meanwhile, field agents are out establishing shady contacts and informants and obtaining that important information.

Division 5 — Intelligence and History: In memory of their "illustrious forebears," or just our of nostalgia, the Force maintains a Division dedicated to doing research on Nazism and World War II. While primarily an ego trip, the research from this Division has proved useful in the past. On several occasions, the research has uncovered the location of a Nazi who was about to be trapped. The Force, without revealing too much, sent warnings to these Nazis and even helped them avoid capture. Kleiner's theory is that one day the Force may need help, and that a few favors owed by ODESSA or some hunted Nazis may come in handy.

Note: *ODESSA is an organization of ex-SS officers. Their prime function is to help escaped Nazis avoid being captured. They occasionally mount their own operations, but are not connected to Werewolf Force.*

Division 6 — History and Operations: This division studies the history of Nazism because "those who forget the past are condemned to repeat it." In short, they are there to make sure that no one repeats a mistake made over 40 years ago. With their historical perspective, they also make recommendations for field operations and "exterminations" based on the traditional enemies of Nazism.

Fortress

The ranch outside of Dallas is known as the Airy Ann spread, a cruel joke Kleiner came up with. The main ranch house, guest house and stables are perfectly legitimate. Dallas business people come and go. Cattle and meat buyers often visit the ranch to discuss the changing of the seasons and changing cattle prices.

About 21 miles north of the house, in a bowl created by some hills, is the Werewolf Force's training grounds and headquarters.

From the air the training ground looks like an assemblage of Quonset huts and shacks, left over when a mine was abandoned. To one side is an improvised shooting range littered with shattered metal cans and bottles, cheap and easy targets for amateurs to use. When low flying planes or helicopters come by, the impression is of a very ramshackle place where locals go to fire their pistols and let off a little steam. The Werewolves work very hard to maintain that image.

Beneath the surface, however, are the tunnels and offices that comprise the headquarters for Werewolf Force. In addition to Kleiner's main office and smaller offices for the Division Leaders, there are rooms for the intelligence files, radio, munitions labs, storage, and a research library for the Force's historian. This underground complex is cooled by a central air conditioning unit located in one of the small shacks above ground.

Currently under construction is an underground shooting range. Until it is finished, all weapons practice must be done above ground. Guards are placed on the top of each hill surrounding the complex to watch for approaching aircraft.

The arid countryside is a perfect medium to test candidates for admittance to the Force; exercising in the hot sun soon eliminates the physically weak.

Several neighboring ranchers have spotted the complex and even discussed it quietly with "Kramer." When so approached, Kleiner explains, in his Texas twang, about how "the Commies are takin' over everything. The country's getting too weak. Somebody's gotta be ready to defend this land." This usually culminates in a lot of back-slapping, "good ole boy" laughing and a few more rounds of bourbon.

Werewolf Force also maintains a number of apartments in major cities around the world, including Berlin, Paris, London, Buenos Aires, Montreal, Rio de Janiero and New York City. These apartments are used by Kleiner when he is travelling on Force business, and by field operatives as safe houses.

Campaign

Even though the headquarters for Werewolf Force is located in the United States, its worldwide ambitions and reach make it a perfect foe for M.I.6. Since Kleiner wants world domination, his plans can often interfere with British interests.

Not every plan of Kleiner's should be on the world domination scale. Major Villains on the brink of world domination usually have to be eliminated. The characters should be able to thwart Kleiner by stopping his plan without having to kill him. In this way, Kleiner can return to challenge the characters again and again.

Like Cartesia's, Kleiner's organization is just beginning to grow. You should gauge how large the Werewolf Force has grown based on how often the characters defeat Kleiner and whether their actions would deplete his resources.

Then, in later adventures, Kleiner can become a full-blown Major Villain in the style of Skorpios of TAROT or Drax from the movie *Moonraker*. By that time, though, he could be considered a threat by TAROT which could originate a few adventures with the characters caught in a battle between these two criminal megaliths.

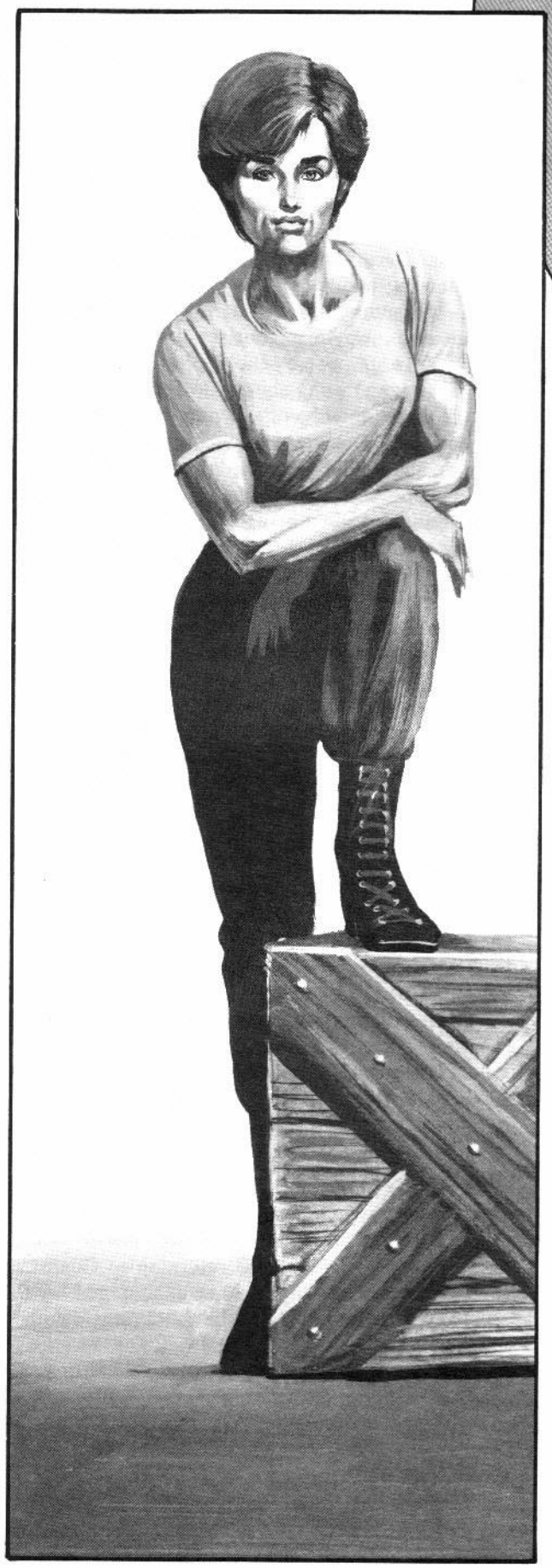
Kleiner's Werewolf Force has no specific method of operation. Kleiner does not have a fetish as Goldfinger does for gold or Drax for outer space. In this respect, he can be considered a catchall Major Villain. There will be times when you will come up with a criminal objective and some locations but will be missing a Major Villain. Kleiner can be used to fill such a void.

Adventures

Since Kleiner is a catchall Villain, he can fit into any adventure that would profit the Werewolf Force. Some specific examples of adventures involving Kleiner are described below.

1) M.I.6 discovers that a group is after a cache of Reichsbank gold that has been hidden in the mountains of Yugoslavia. The exact location of the cache is unknown. The only lead is through a Swiss broker, who turned out to be an ex-Nazi. The man is killed during a break-in, and a sealed letter detailing the location is taken. The letter turns up on the market in Istanbul. Several parties, including some unnamed group (Werewolf Force) are interested in it. The mission is a race between M.I.6 and Werewolf Force to get the letter or, failing that, out-trick one another to get to the gold first.

2) While unknowingly on a courier mission, the leader of one of the Neo-Nazi home groups is arrested in London due to a bar fight. On his person is a message for a Werewolf agent in Berlin detailing how a British station agent will be delivering evidence against a war criminal to an agent of Mossad, the Israeli Secret Service. The message instructs the Werewolf agent to stop the exchange and retrieve the evidence. The characters are ordered to take over the British side of the exchange and find out exactly who this group is and give a complete report. In this adventure, the characters can uncover the existence of Werewolf Force and its goals.



Octavia Prosinski

STR: 13 **DEX:** 8 **WIL:** 13 **PER:** 12 **INT:** 13

SKILLS (SKILL LEVEL/PRIMARY CHANCE)
Boating (6/16), Charisma (4/19), Demolitions (15/28), Driving (13/23), Electronics (11/20), Evasion (11/21), Fire Combat (14/24), Hand-to-Hand Combat (11/24), Interrogation (15/28), Mountaineering (11/24), Piloting (10/20), Riding (9/21), Science (14/27), Sixth Sense (14/26), Stealth (15/28), Torture (15/28)

ABILITIES: None

HEIGHT: 6'1"	**SPEED:** 2
WEIGHT: 170 lbs	**HAND-TO-HAND DAMAGE CLASS:** B
AGE: 32	**STAMINA:** 30 hours
APPEARANCE: Striking	**RUNNING/SWIMMING:** 40 minutes
FAME POINTS: 70	**CARRYING:** 151-210 pounds
SURVIVAL POINTS: 6	**WEAPON:** Skorpion VZ 61

FIELDS OF EXPERIENCE: Economics/Business, International Law, Law, Mechanical Engineering, Medicine/Physiology, Military Science, Political Science, Wargaming

WEAKNESSES: None

IDIOSYNCRASIES: Wears no make-up; very asexual in attitude and actions

INTERACTION MODIFIERS: Reaction (−2), Persuasion (−2), Seduction (−5), Interrogation (−3), Torture (−3)

DESCRIPTION: Hair: Light Brown; Eyes: Hazel; Scars: Three-inch scar on right calf; Distinguishing Marks: None

Fear has always been a powerful persuader. Historically, groups like the Huns, Goths and Visigoths used fear as well as they used their swords. When towns heard of their cruelty, the citizens would gladly pay whatever the barbaric horde demanded in order to escape total destruction.

Today's merchants of fear are terrorists. But terrorist leaders claim they are bombing and killing for ideological goals and aims, not personal gain. Still, it cannot be denied that the top terrorist leaders live in comfortable surroundings and enjoy a high standard of living, which would seem to make them very similar to their Hun ancestors.

Octavia Prosinski was a terrorist leader who grew tired of mouthing what she considered "the platitudes"

of the groups she worked with. She realized that terrorism would never gain any political or ideological ideal. It would only result in mistrust and hate. Instead she returned to the roots of terrorism, using terrorist tactics to fill her pockets with wealth.

Octavia is a terrorist mercenary. She has no scruples or loyalties except to herself and to her bank accounts. She still uses the weapons and tactics of terrorism in her operations, but she no longer hides her avarice behind a smokescreen of rhetoric.

In the world of James Bond, the closest analogy would be Aristotle Kristatos, who was also not out for world domination, but for money. Kristatos, though, is a subtle operator, preferring to use a velvet glove rather than a brickbat.

Background

The Prosinski family has been in the shipping and iron industries for more than three generations. The ancestral home outside Gdansk (Danzig), Poland, overlooking the Baltic Sea, has seen many births and deaths, but it would weep if it knew the destiny of one small child born there, a girl named Octavia.

Octavia was a beautiful child, sheltered from the harsh realities of life by her parents, Smolar and Lette. Octavia would spend most of her time in the house or on the grounds, either learning from her tutor or playing with her brothers and sisters. During the summer, her mother would take all the children to their summer home in Trieste, Italy.

Octavia's parents were very careful about what she learned and saw. She was never allowed television, and movies were rented and edited to her parents specifications. She was trained to believe that the poor lived in squalor because they preferred not to work, that they were lazy and shiftless and were not to be pitied.

"The Prosinski family," her father told her, "worked hard to be successful in business. It is our hard work that is keeping the world safe from the lower classes." Smolar never explained to his children that, to maintain the family wealth and businesses, he had to help the government keep the working classes under control.

Although she was very pretty, Octavia had a problem with her height. By the time she was fifteen, she was already six feet tall and was still to grow another inch. Her figure was never petite, so she was never considered "a sweet young lady," as were her cousins. Octavia developed a slouch from trying to hide her height, and always dressed down so she would not be noticed.

During her seventeenth summer at Trieste, Octavia's life took a sudden turn. She met one Luigi Importunato who was attractive, charming and tall enough to convince Octavia he was in love with her. He even got her to disobey her mother's standing orders not to wander off or go sightseeing without permission.

Luigi introduced Octavia to the simple pleasures of fishing in the Adriatic. He took her for long walks in the country. He often spoke of how "the villagers must work hard for their existence, but they know that the best of life comes only from honest labor and good works."

On Octavia's eighteenth birthday, Luigi gave her a necklace of shells that he said were handmade by Greeks on the island of Crete. Octavia was having what she considered the finest summer of her life, but dark clouds began gathering over it.

As the summer wore on, Luigi began turning the conversations away from tourist talk to how the poor villagers were kept poor by the oppression of the government. He began railing about how the rich would "steal bread from the mouths of starving children to line their own pockets." Octavia was sympathetic to the plight of the poor and would become defensive whenever Luigi mentioned how well off her family was. When Luigi began taunting her about being so rich, she would describe how poor her family was compared with their neighbors in Trieste.

She blurted out that the Swiss couple next door kept kruggerands and silver bars in their safe. She mentioned the Venezuelan widow in the house on the hill, who had so much jewelry that she would just leave it lying around along with her dozens of fur coats which she could not wear because of the heat. All of this and more came out in a long torrent; Luigi just sat, listening.

Over the next few days, the Venezuelan widow lost all her jewelry and coats during a series of robberies in that area. The police were baffled, since the thieves seemed to know exactly what to look for and where the valuables were kept. The robberies might have been filed away and forgotten, except for the Swiss couple. They had come home unexpectedly, and were slashed to death by the people who were taking their kruggerands and silver bars.

Octavia was upset about the losses of her neighbors and the death of the Swiss couple. She sought comfort in the arms of Luigi, who told her that sometimes people bring about their own downfall because they try to live off the sweat of others.

LOVE CONQUERS ALL

Octavia was so in love with Luigi that, when the end of the summer came, she would burst into tears whenever anyone mentioned returning to Gdansk. She wanted to stay with Luigi, and he encouraged her thinking. They began to plan how she could remain with him. The first problem was money. They needed enough to start a life together, until Luigi could find work. Luigi finally convinced her that they should get it, one way or another, from her parents. It was obvious they would not give the young couple money willingly, so a small deception was needed.

They would convince the Prosinskis that Octavia was kidnapped and ask for a ransom. Once they had the money and had set up housekeeping, they could tell her

parents the truth and all would be forgiven.

At first Octavia was reluctant, but Luigi kept painting a fairy tale story with a happy ending. Once they started their family and could present the grandchildren, how could her parents stay mad? He bolstered the argument with analogies to great lovers of history, who had faced worst odds and greater obstacles. Octavia finally agreed.

After much discussion, they set the ransom amount at only about $10,000, more than enough to get them started.

Three nights before her family was to return to Gdansk, Octavia said she was going out for a walk and would be right back. She met Luigi at his car and, stopping long enough to post the ransom letter, they went to a small hotel on the outskirts of Trieste. Luigi put Octavia in a small room and told her to stay there. Two nights later he returned, announcing that the money had been paid. They packed quickly, they did not have much. Octavia had to leave all her clothes behind at the family's house.

They took off in Luigi's battered Fiat and headed across Italy for Turin, where they were married. After the civil ceremony, Luigi announced they would be staying with friends while they looked for their own place.

Luigi's friends turned out to be less than what Octavia expected. There were about 13 people living in a small country house. They were a very dangerous looking lot and not very warm towards her, and, most of the time, spoke in languages that Octavia did not understand. In the beginning, Octavia restricted her activities to caring for the part of the house she and Luigi shared, but gradually began taking care of the cleaning and cooking for the entire house.

After about two months, Octavia became curious about any progress Luigi was making in finding their own place so they could start their family. Luigi explained that times were hard, and he had to find work in Turin before they could think of looking. In the meanwhile, he sold all the jewelry Octavia brought when she left home.

Octavia fell into a depression over the state of her marriage. She had not expected castles or luxury, but she did expect the romance to last a bit longer. Her mood was not helped when Luigi would go away for days at a time with his friends. He would explain that they were going to look for work, but none of the jobs turned out to be permanent.

Octavia went about her chores in a daze. She would focus her entire attention on the job at hand, blocking out all sorrow and regret. After a time, she even gave up any fantasy of returning to her parents. She could not return to them a failure after taking $10,000 of their money. She lost weight and became pale and wan.

REAWAKENING

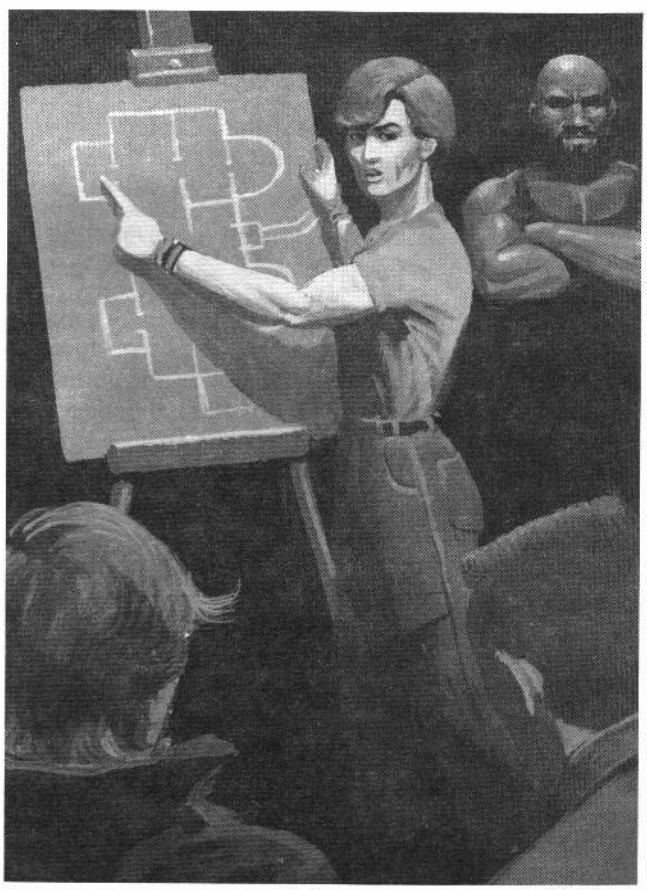
Over the next few months, one of Luigi associates, a woman named Helga Egermann, befriended Octavia. Helga, a physical fitness advocate, was amazed by Octavia's endurance when doing housework. Once they began conversing, Helga was surprised to find an intelligent mind in the pretty heiress, but also recognized that Octavia could be manipulated. After all, Luigi had been using the young girl for months.

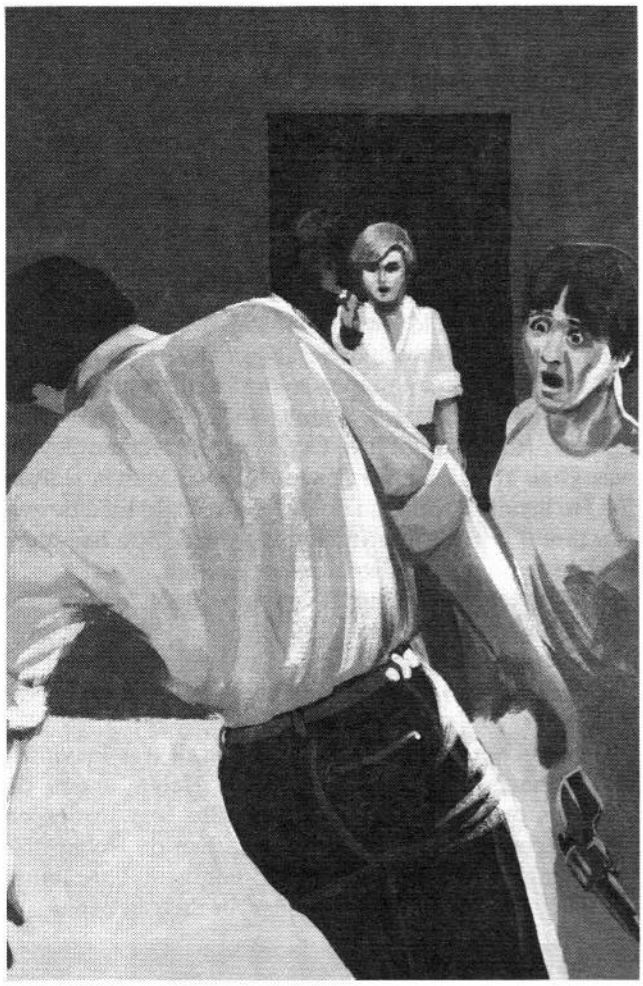
Helga began talking to Octavia about the oppressed peoples of the world, stating that the only way to freedom was to make the upper classes pay. Among these downtrodden, Helga included women as a whole. "Women have been used and abused by men for centuries," Helga would explain, "when they have actually been one of the most powerful forces."

If Helga did nothing else, she instilled in Octavia a pride in being a woman, if not an individual. After a few months, Helga would take Octavia aside when everyone was gone and teach her how to shoot. Octavia learned how to handle a handgun quickly, and could hit a thrown can three times before it hit the ground. She had some trouble learning to control rifles, though.

Octavia also joined Helga in a daily calisthenics regimen which helped her both physically and mentally. The increased vigor made her chores easier and the physical improvement made her feel better about herself.

Given her psychological situation, it was inevitable that Octavia would not question Helga about the weapons or the group's activities. She was so desperately dependent, first on Luigi and then on Helga, that she would never question them, nor would she allow herself to notice anything strange in their actions.





Helga often said that great things could happen to Octavia, if only Helga could trust her. But there was no way for Helga to test this trust, Octavia would have to prove herself.

OCTAVIA'S CHOICE

The opportunity came one night when Octavia was awakened by a heated argument. She crept down the stairs until she could see the cause of the furor. The group had been in the living room discussing their plans when the argument broke out between Helga and Luigi, the subject seemed to be who would lead some sort of operation. Helga accused Luigi of being too irresponsible, he made too many mistakes.

Luigi shot back that Helga was in no way a leader. He impugned her skills and degraded her leadership abilities since she was "only a woman." Infuriated, Helga tried to catch Luigi with a left jab. Luigi easily dodged the blow, since he was waiting for it. He had been baiting Helga into a fistfight throughout the argument. Helga, caught off balance, was floored by Luigi's back hand slap.

Luigi snatched up his revolver, leveling it at the prone Helga. With a sly grin he was about to fire when the front of his shirt exploded in red, and he was lifted off the floor and slammed into a wall. As Luigi's body slid down the wall, everyone in the room turned to the source of the shots. Octavia stood in the door, holding a smoking Skorpion. She had made her choice.

Over the next few months, Octavia learned a lot of ugly truths.

Helga took Octavia aside and explained that Luigi had never loved her. His orders were to get close to the heiress and get information about Octavia's rich neighbors. It was Luigi and a few of the others that burgled the homes in Trieste and killed the Swiss couple.

For Octavia, the worst was finding out that Luigi had not asked the Prosinskis for $10,000, but $100,000, and got it. Helga showed Octavia clippings from the newspapers at the time. They described how a group of terrorists had taken the young heiress captive, and later demanded a ransom for her safe return. The last few clippings included an "announcement" supposedly from Octavia that she "was joining her captors in their glorious cause to topple the rich and free the downtrodden." Octavia's "announcement" went on to explain how she had helped plan and execute the burglaries in Trieste.

The authorities had added Octavia's name to the list of international criminals that would become known as the Red Brigade, the premier terrorist organization in Italy. Octavia's father, according to the articles, had wept when he denounced and disowned his daughter.

Octavia was destroyed emotionally. With nowhere to go and no way to vent her anger she turned to the Brigade for release.

She exercised longer and harder and immersed herself in the tactics of terrorism and the use of weapons. Octavia became a fanatic, even by the Red Brigade standards. As a seminal member, she heavily influenced the early decisions of the Brigade.

While she did not plan the actual operations, it was her suggestion the Brigade set fire to the Fiat car factories in Turin. She also fought for the assassinations of several outspoken enemies of the Brigade including newspaper editor Carlo Casalegno. She was the editor and chief writer for *Mai piu Senza Fucile* (Never Without a Gun), the Brigade's underground newspaper.

In 1978, Octavia was part of the group that kidnapped Prime Minister Aldo Moro of Italy. As ransom, they demanded the release of Renato Curcio, one of the founding members of the Brigade, who was on trial. The authorities would not give in to the demands. Moro's body was found in the back seat of a car in Rome. Curcio was sentenced to 15 years. Octavia claims that she pulled the trigger on the Prime Minister and still carries the Skorpion, the type of weapon that killed Moro. This claim is questionable.

After Curcio was sentenced, Octavia realized that terrorism only strengthens the resolve of countries not to give in. She was tired of just frightening a few individuals; she wanted money, autonomy and power. The Red Brigade and other terrorist groups, like Baader-Meinhof and even the Palestine Liberation Organization (PLO), thought "too small" as far as she was concerned.

Octavia's plan was to practice terrorism in the purest sense. She would vent her anger at the governments and institutions that branded her a criminal. At the same time, she would be making the large amounts of money that would keep her autonomous. When Octavia discussed these plans with Helga, they discovered they had mutual goals. They decided to strike out on their own.

HAVE BOMB, WILL TRAVEL

When Octavia left the Red Brigade, she claimed she was going to further the cause of terrorism by training incipient terrorist groups and helping them organize and achieve maximum efficiency. In truth, she was going out to make her own fortune by charging exorbitant amounts for sharing her expertise with these incipient groups.

To Octavia, this was a perfect arrangement. She would collect a lot of money without having to expose herself to any dangers. This satisfied her for a time, but the money accumulated too slowly for her liking. The problem, as she saw it, was that she had to wait for assignments to come to her. She decided to take a more aggressive tactic.

Undercover, she travelled to a city and scoped out the college campuses and the local youth hang-outs. In every large city, she knew, there were always enough disgruntled young people to make an effective force. To her surprise, she found that the most likely candidates were the ones from the wealthiest familes. Slowly, using the techniques she learned from the Red Brigade, she would convince the young people that they would have to strike back against the established government and the powerful rich.

Exactly how they should "strike back" depended on what Octavia wanted from that city. In Paris, she organized a group of ten to break into a bank, emptying the vault. Octavia took the money after telling the young people that it would feed many hungry mouths and that she would be back to help them in their next project. She never returned. Most of the young people were caught and tried; Octavia added the money to her coffers.

In Tokyo, she inspired a group to march upon a company that supplied on-board targeting computers to the military. The young people broke through the gates and began demonstrating against the "facist war lovers" who ran the company. The company's entire security force, along with the Tokyo police, tried to maintain order and prevent a riot. It took almost two hours to clear the grounds. At the end of that time all the protestors had been removed from the premises — so had the plans and prototype for a new targeting computer.

While the protesters provided a diversion, Octavia, Helga and a few others managed to break into the labs and make off with the plans. The sale of the prototype to a Middle Eastern country earned Octavia $750,000.

Though it may seem dangerous to use such amateur talent, Octavia believes the added protection is worth it. If it were known that seasoned terrorists were at work, the police would not hesitate to open fire. Since the apparent criminals are local young people, some of them children of prominent citizens, local authorities are leery of using any tactics that might get these young people killed. Since the young people believe they are "fighting for right," they are also borderline fanatics, ready to die for the cause.

When a quick influx of cash is needed, Octavia will kidnap the children of rich families and ransom them back. It was this activity that brought her to the attention of M.I.6.

Octavia kidnapped Juliette, the daughter of Sir James Caffrey, Head of Military Research for Her Majesty's Navy. Juliette had been vacationing in Bangkok at the time of her abduction. In this case, the ransom included descriptions of Britain's latest anti-terrorist devices and procedures. Octavia was sure she could sell the information to her old cronies for close to $500,000.

For Caffrey, this amounted to treason; he would not turn against his country, even if it meant the life of his daughter. He brought the problem to M.I.6. M was on the phone immediately. James Bond was in Bangkok, about to return after some much needed rest. M ordered 007 to look into the case and rescue Juliette.

Bond rescued the girl, but only after he fought his way through Octavia's city headquarters and then hacked his way to her jungle compound. There he managed to spirit Juliette away after meeting and failing to impress Octavia with his seductive charms. Bond's comments on Octavia are included in the dossier.

Personality

Unlike most Major Villains in the world of James Bond, Octavia is not interested in the luxurious, glamorous life. She is interested only in making money and furthering her own causes (see **Goals,** below for more details).

While Octavia is certainly attractive, she is not interested in romance or sentimentality. Her experience with Luigi soured her on all romantic entanglements. Now she evaluates all people by the same criteria: "What can this person do for me?" She is a total professional mercenary, and only surrounds herself with professionals (see **Organization**, below).

If a player character tries to Seduce Octavia, she should receive a +5 Ease Factor modifier to all her WIL rolls to resist. Since her WIL is 13, seducing Octavia is very difficult.

A role-playing option you may want to use is to ask the player how the character is going to go about seducing Octavia. If the player describes romantic moonlit nights and soft music, the −5 Ease Factor modifier listed above still applies. If the player is perceptive enough, he may realize that this approach will not work and instead state that the character is trying to win Octavia's favors through more mercenary means. By praising Octavia's mercenary approach, and espousing a philosophy of strength and efficiency, the character may be able to get close to Octavia. In this case, the WIL Ease

Factor modifier above is not applied, but the Seduction Interaction Modifier is still enforced.

Octavia can be impressed by efficiency in an enemy. If a player character has displayed intuitive insight either through role-playing or by being successful at a number of INT rolls or skill rolls that use INT as a primary characteristic, the Octavia's reaction to that character will become Neutral rather than Opposed. She will try to strike a deal with the character to join with her. If the character refuses, she will just shrug.

This apparent indifference stems from Octavia's lack of ego compared to other Bond Major Villains. Though Octavia is proud of her accomplishments and her plans, she will not gloat over the characters like Goldfinger or Drax. This low-key attitude also means she will not spend a lot of time voluntarily expounding upon her genius to captured characters.

Characters will have to make a Persuasion Roll to convince Octavia to reveal her plans. The Ease Factor for this roll may be positively modified if, in your opinion, Octavia is impressed with the character's professionalism. She will be willing to discuss her plans with a fellow professional; she may even ask for criticisms and improvements. If they are given and are valid, she will nod and thank the character, then send him off to be killed.

With such a professional attitude, Octavia does not take defeat personally. She is well aware that her actions are going to be opposed and expects enemy agents to be sent after her. If defeated, though, she will not embark on a course of revenge as would Skorpios or Goldfinger. Octavia will simply move on to her next plan. Nor will she take it personally if any of her staff or allies are killed, she knows she is in a deadly business, those are the risks.

Goals

Octavia's short-term goal is simple: make enough money to stay independent and finance her operations while causing chaos and trouble for established governments and power wielders. She is, in the pure sense, a terrorist. She has no affiliation with any country or group. She is not an ultra-nationalist or separatist. She is just out for her own livelihood and to elevate the world tension level to ever higher degrees.

Octavia and her group can be hired to start wars, destroy factories or government buildings, even assassinate world leaders if her price can be met. They will steal anything from microdots to prototype nuclear missiles, or attempt to capture anything from a private home to a missile base.

It is indicative of Octavia's precarious mental balance that she has no long range plans for the money she is acquiring. In your campaign, Octavia should start out as just a mercenary for hire. Later, once she has tasted of the power terror can inspire, she can graduate to full Major Villain status. She would then use her terrorist tactics to gain a part of the world or country she could rule.

Weapons

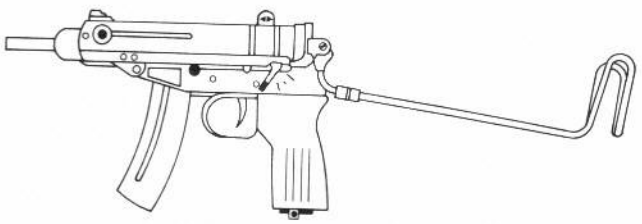
Octavia's group can be armed with any handgun, rifle or automatic weapon or be driving any car (unmodified) listed in the *Q Manual*. Since Octavia does not have a permanent base and research facilities, neither she nor any of her people will be armed with any sophisticated gadgets or common devices.

Octavia's personal weapon is a Skorpion VZ 61. The Skorpion VZ 61 is a Czech made machine pistol that can be fired like a pistol or, with the skeleton stock extended, like a regular submachinegun or a rifle.

The Skorpion is a favorite weapon for terrorists since it carries a lot of firepower in a small package. With the stock folded in, the weapon can even be carried in a special shoulder holster, but it is more cumbersome than a handgun and can be spotted more easily.

The Red Brigade used the Skorpion when they murdered Aldo Moro, earlier it was used to kill Chief Prosecuter Francesco Coco of Genoa. It is a favorite weapon of urban guerillas around the world and is a standard weapon of the Czechoslovakian security forces. The Skorpion can be fitted with a very effective silencer.

The Skorpion has the following Attributes:



PM	S/R	AMMO	DC	CLOSE	LONG
0	2	20	F	0-6	13-20
	5		H		
+1				0-8	
	CON	JAM	DRAW	RL	
	+2	98-99	−1	2	
	+4				

The top Attribute line is for the gun used one-handed in single-shot mode. The second line is for automatic firing. The Performance Modifier on the third line is used when the weapon is used two handed and/or with the stock extended. The Range on the third line applies only when the stock is extended. The Concealment modifier on the first line is used when the weapon is carried in the holster. The Concealment modifier on the third line is applied when the stock is extended.

Organization

As stated above, Octavia travels light. She has only two permanent associates; Helga Egermann, who left the Red Brigade at the same time Octavia did, and Curtis Senegal, an African mercenary.

HELGA EGERMANN

STR: 9 **DEX:** 8 **WIL:** 10 **PER:** 10 **INT:** 8

SKILLS (SKILL LEVEL/PRIMARY CHANCE)
Boating (6/15), Charisma (3/13), Cryptography (2/10), Demolitions (10/18), Disguise (4/12), Driving (5/14), Electronics (2/10), Evasion (8/16), Fire Combat (9/18), Hand-to-Hand Combat (8/17), Mountaineering (6/15), Sixth Sense (4/13), Stealth (6/16)

ABILITIES: First Aid

HEIGHT: 5'6"	**SPEED:** 2
WEIGHT: 145 lbs	**HAND-TO-HAND DAMAGE CLASS:** B
AGE: 43	**STAMINA:** 28 hours
APPEARANCE: Normal	**RUNNING/SWIMMING:** 25 minutes
FAME POINTS: 86	**CARRYING:** 101-150 pounds
SURVIVAL POINTS: 4	**WEAPON:** Beretta Model 12

FIELDS OF EXPERIENCE: Military Science, Political Science

WEAKNESSES: Close Personal Tie

IDIOSYNCRASIES: None

INTERACTION MODIFIERS: Reaction (0), Persuasion (−2), Seduction (−2), Interrogation (−3), Torture (−2)

DESCRIPTION: Hair: Gray/blonde; Eyes: Blue/gray; Scars: None; Distinguishing Marks: None

BACKGROUND: Helga's indoctrination to terrorism was not unique, unfortunately. As a young girl in Heidelberg, Helga suffered from periods of severe depression and lethargy. Her middle-class parents, wanting nothing but the best for their daughter, scrimped on the household budget and sent her to a psychiatrist.

Their mistake was in the choice of psychiatrists. They sent her to the now infamous Dr. Wolfgang Huber of Heidelberg. Huber taught his group therapy patients that the only cure for the diseased capitalistic West German society was for the people to revolt. He established the Socialist Patients' Collective from his patient list and he and his wife would conduct classes in building bombs for "therapeutic reasons"; some of his patients' "therapeutic bombings" have killed hundreds of people.

Helga, now with a purpose and trained by Huber, joined the Baader-Meinhof Gang in West Germany, where she worked with Ulrike Meinhof personally. Ulrike was the first person to clarify the Gang's philosophy when she listed their objectives as "to hit the Establishment in the face, to mobilize the masses, and to maintain international solidarity."

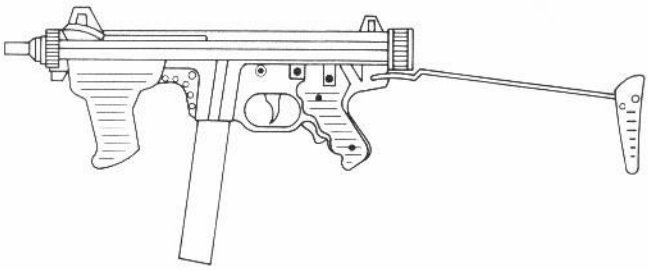
To "maintain the solidarity," major terrorist groups often exchange members for a time. This exchange program allows groups to swap new techniques and equipment. Helga was on loan to the Red Brigade when she met Octavia and their partnership began.

Helga does not like handguns but will use the Browning High Power 1935 that is described in the *James Bond 007* Basic Game book and the *Q Manual.* She will also carry a combat knife, but her favorite weapon is the Beretta Model 12 Submachinegun.

BERETTA MODEL 12

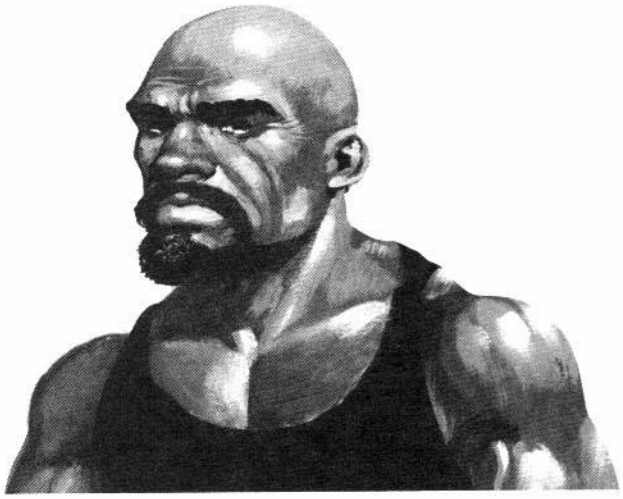
The latest design from Beretta, this submachinegun contains all the accuracy and reliability that made 007 swear by his Beretta for years. It is issued to all Italian commandos, and is very popular export item. The Model 12 has been used by such infamous terrorists as Carlos and Hans-Joachim Klein, a number have also been discovered in TAROT installations.

The Attributes for the Beretta Model 12 are:



PM	S/R	AMMO	DC	CLOSE	LONG
0	2	40	G	0-13	50-80
	8		J		
+1				0-16	60-90
	CON	**JAM**	**DRAW**	**RL**	
	+3	99	−2	1	
	+5				

The top Attribute line is for the gun used one handed in single shot mode. The second line is for automatic firing. The Performance Modifier on the third line is used when the weapon is used two handed and/or with the stock extended for either single shot or automatic firing. The Range on the third line applies only when the stock is extended. The Concealment modifier on the third line is used when the stock is extended.



CURTIS SENEGAL

STR: 12 **DEX:** 8 **WIL:** 9 **PER:** 9 **INT:** 8

SKILLS (SKILL LEVEL/PRIMARY CHANCE)
Boating (8/16), Demolitions (9/17), Driving (9/17), Evasion (9/19), Fire Combat (11/19), Hand-to-Hand Combat (14/26), Mountaineering (6/16), Riding (7/16), Sixth Sense (11/19), Stealth (9/18), Torture (10/18)

ABILITIES: First Aid

HEIGHT: 6'3"	**SPEED:** 2
WEIGHT: 240 lbs	**HAND-TO-HAND DAMAGE CLASS:** B
AGE: 32	**STAMINA:** 28 hours
APPEARANCE: Good Looking	**RUNNING/SWIMMING:** 25 minutes
FAME POINTS: 55	**CARRYING:** 151-210 pounds
SURVIVAL POINTS: 5	**WEAPON:** Mongwanga/RPG-7 Portable Rocket Launcher

FIELDS OF EXPERIENCE: Political Science

WEAKNESSES: Fear of Snakes

IDIOSYNCRASIES: None

INTERACTION MODIFIERS: Reaction (−3), Persuasion (−3), Seduction (−3), Interrogation (−2), Torture (−3)

DESCRIPTION: Hair: bald; Eyes: Brown; Scars: six inch scar, right shoulder; Distinguishing Marks: None

BACKGROUND: Senegal was born into a poor family in South Africa. His father was complaining constantly over the oppression of Apartheid. His older brother, Phillip, became an active demonstrator, one of Bishop Desmond Tutu's followers, and was rewarded one night by being kicked to death by persons unknown.

Senegal felt the loss of his brother more deeply than anyone else in his family did. Since his father spent long hours at work and his mother was very quiet, Phillip had become a father figure and role model for Senegal. When Phillip was killed, Senegal's emotional foundation was gone, he became surly and truculent. He began picking fights and becoming belligerent. His father, unable to empathize with his son, told him to shape up or get out of the house. Senegal got out of the house. A veritable exile, Senegal covered his emotional wound with a carapace of anger and greed.

He served for a time with the Zimbabwe African National Union (ZANU) terrorist group and fought with Rhodesian rebel forces. He joined forces with Baader-Meinhof and the Popular Front for the Liberation of Palestine in an attempt to shoot down an El Al airliner during which he was almost captured by the Kenyan police.

Octavia met Senegal while she was orchestrating a riot in Johannesburg. Octavia had been hired by an Apartheid extremist to incite a riot and blame it on the blacks, Senegal had been hired by the other side to do the same thing but blame it on the whites.

Their mutual greed made for an instant bond and Senegal's contacts in Africa have proved profitable again and again.

Senegal has no affection for hand guns, rifle or automatic weapons. His philosophy is "if you can't come close enough to use a blade, the target is too big for a gun, too." Senegal's personal favorite weapon is the Mongwanga, a description and the Attributes for this weapon can be found in the *Q Manual*. If pressed, he will use the Beretta Model 12 Submachinegun. His favorite weapon, which he learned to use with amazing accuracy, an RPG-7 Portable Rocket Launcher.

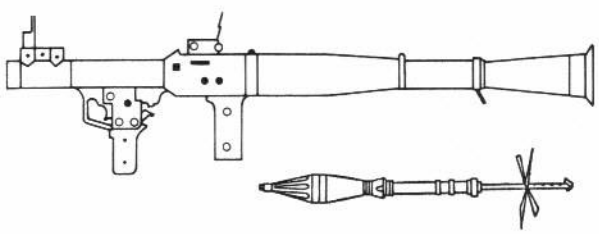
THE RPG-7

Designed by the Russians, this weapon is perfect for terrorist uses. At slightly over 15 lbs and only 39 inches long, it is, in essence, a compact, portable artillery device. Depending on the rocket, it can be a fearsome antipersonnel device or can destroy the turret on a modern tank. It was used extensively by the Vietcong in Southeast Asia and supplied to rebel forces in Rhodesia.

The portability of the RPG-7 inspired an attempt to use it at airports to destroy planes on the field or just taking off, but it is not very reliable at long range. Another attractive aspect of the RPG-7 is how easy it is to make. Al-Fatah, the Palestinian group headed by Yasser Arafat, has its own factory that can produce the RPG-7.

The RPG-7 is not a weapon that can be smuggled through customs in the false bottom of a suitcase or under one's coat. However, the universality of the weapon, and it popularity with illicit arms dealers around the world, means Senegal will always be able to procure one.

The attributes for the RPG-7 are:



PM	S/R	AMMO	DC	CLOSE	LONG
0	1	1	L	0-35	55-99
	CON	**JAM**	**DRAW**	**RL**	
	na	99	−3	4	

The damage listed for the RPG-7 is Area Damage. Each missile weighs about 5 pounds and the usual method is for its operator to carry six extras and one in the launcher. At Long Range, any roll to hit receives an additional 1 Ease Factor modifier. Any character or NPC standing directly behind the firer of an RPG-7 must make a PER roll or receive a Heavy Wound.

The only drawback to the RPG-7 is that the firer should have at least 20 feet of clear area behind him since the burning gases can do almost as much damage as the missile.

Fortress

Octavia's desire to remain mobile and fast precludes her establishing a large scale permanent base. As mentioned above, this is why Octavia's groups do not have any gadgets and missions involving her will have only rifles, guns or automatic weapons.

Since she thinks in military terms, Octavia will always seek the high ground, since it is easily defended. She is perfectly satisfied living in tents or huts and will often move into ruined or abandoned buildings that are out in the country. There are only two things that Octavia demands of a headquarters.

First, it must have a large open field nearby. This is necessary in order for Octavia to do her daily exercises and running. The field would also be used for target practice.

Second, she needs large stones or access to heavy weights. Since her exercise regimen includes weight lifting and running with weights on her back. Since she prefers to remain mobile, Octavia cannot carry a full set of weights or a nautilus workout machine with her.

Despite any ramshackle appearance, Octavia runs her headquarters with a military precision. Even when it is only she, Helga and Senegal, the compound is kept scrupulously policed and a rigid schedule is followed, although it contains plenty of free time.

When possible (that is, when you decide), Octavia will have burglar alarms around the compound. These can range from portable sound detectors to trip wires or strings with bells attached.

Characters should be given an opportunity to notice any sound detectors, so they will be able to take the appropriate measures. The easiest way to thwart the sound detector is with a white noise device. This small device, carried on a character's person, sets up a wall of white sound around the character masking the sounds of his approach. Even with the device, Stealth rolls are required, but they are made as per the normal Stealth rules.

If no white sound device is available, the character will have to be very careful when sneaking up to the compound. Since the sound detector is much more sensitive than the human ear, the character will be automatically detected on a Quality Rating of 4 or Failure. On a Quality Rating of 3 or 2, whomever you decide is monitoring the equipment should get a PER roll to detect the noise. On a Quality Rating 1, the character has made too little noise to be picked up by the detector.

If the clear area around Octavia's compound is extensive, a number of Stealth rolls may have to be made and you should warn the player about this before the character starts to approach.

Another way to defeat the sound detectors is to come in over them by parachute, hang glider, or parasail.

To get pass any trip wires or strings, the character must make a PER roll to notice the alarm. You may modify this roll based on lighting conditions, and whether the character is looking for the wires or charging across the field. Once noticed, the string or wire can be stepped without tripping the alarm if the character succeeds at a DEX roll (+3 Ease Factor modifer).

Sometimes a secondary trip wire can be set. A trip wire, set at eye level, is meant to be detected so the intruder misses the one at ankle level. When the intruder ducks under the higher trip wire, he triggers the lower one. A character must make a successful PER roll to notice each wire. If there are a number of wires in one spot, the Ease Factor for the DEX roll to avoid them is reduced by one for each extra wire.

Campaign

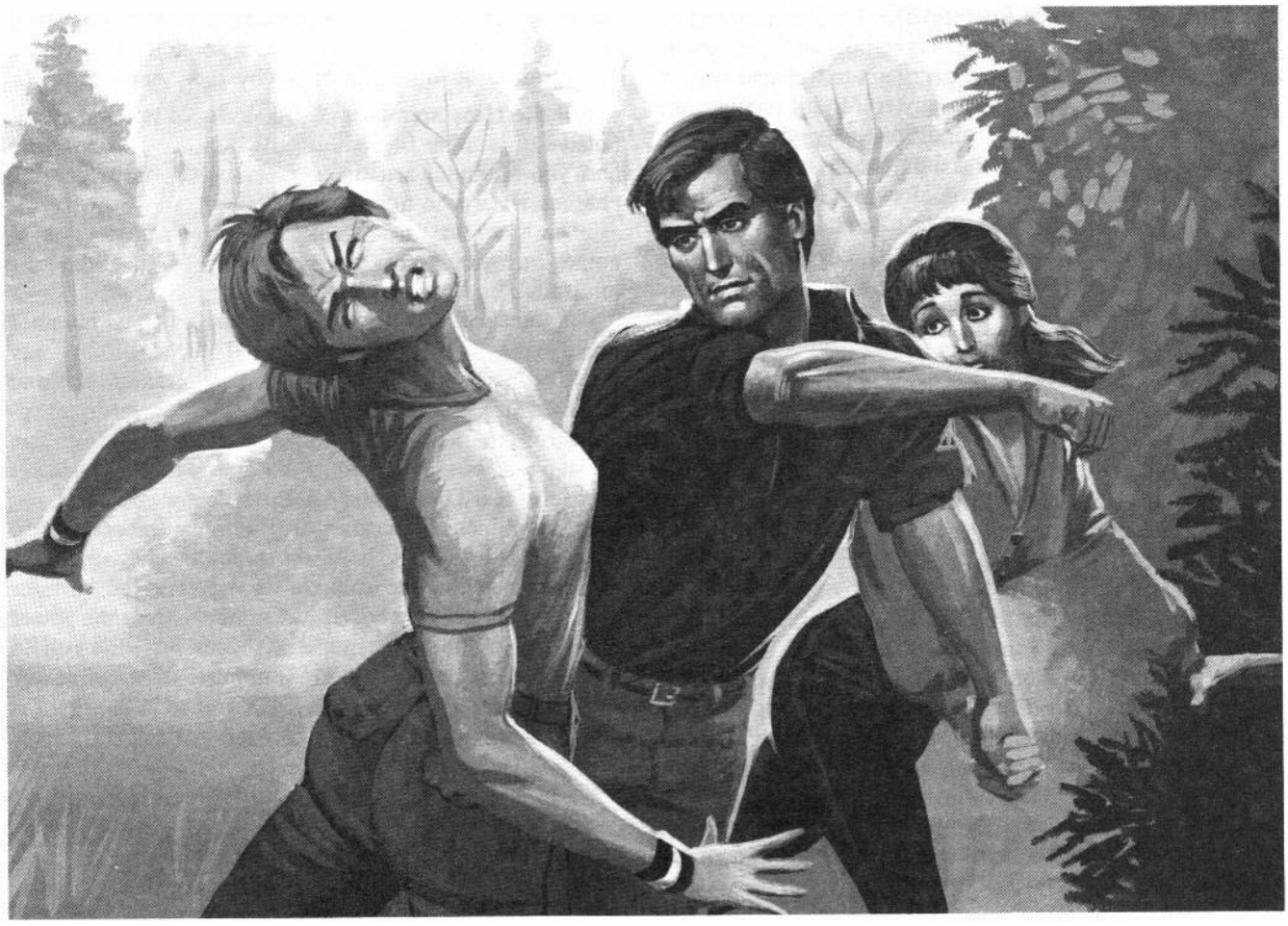
Octavia is a catchall Major Villain for you to use in your adventures. She can handle a nuclear hijacking as well as she can handle a simple kidnapping or microfilm theft.

During the briefing of your first mission involving Octavia, you should hand the players the M.I.6 dossier about her. Or you can flesh out the kidnapping of Juliette Caffrey, described above, as a full adventure and allow the characters to discover Octavia, her background and her methods. In this case, the quote on the dossier can be attributed to the characters rather than 007.

Remember, though, that Octavia's pet method is to involve innocent people in her plans in order to make things difficult for the characters. In the incident described above, Bond had to be very careful when infiltrating Octavia's compound, since she could have killed Juliette at any moment and probably used some local young people as soldiers.

While hijackings and simple bombings should never be the end product of Octavia's plans in a Bond adventure, they are certainly plausible as events during an adventure.

As your campaign grows, Octavia could take on a greater role. Once she has acquired a lot of money, she may become restless as a transient. She will establish an organization with herself in charge, and Helga and Senegal as her lieutenants, which will become an army for hire. They will handle all forms of terrorism and assassination.



Adventures

Octavia's exploits should always be audacious and teetering on the brink of violence. She is, after all, a terrorist, and knows only the ways of threats and intimidation, not subtlety.

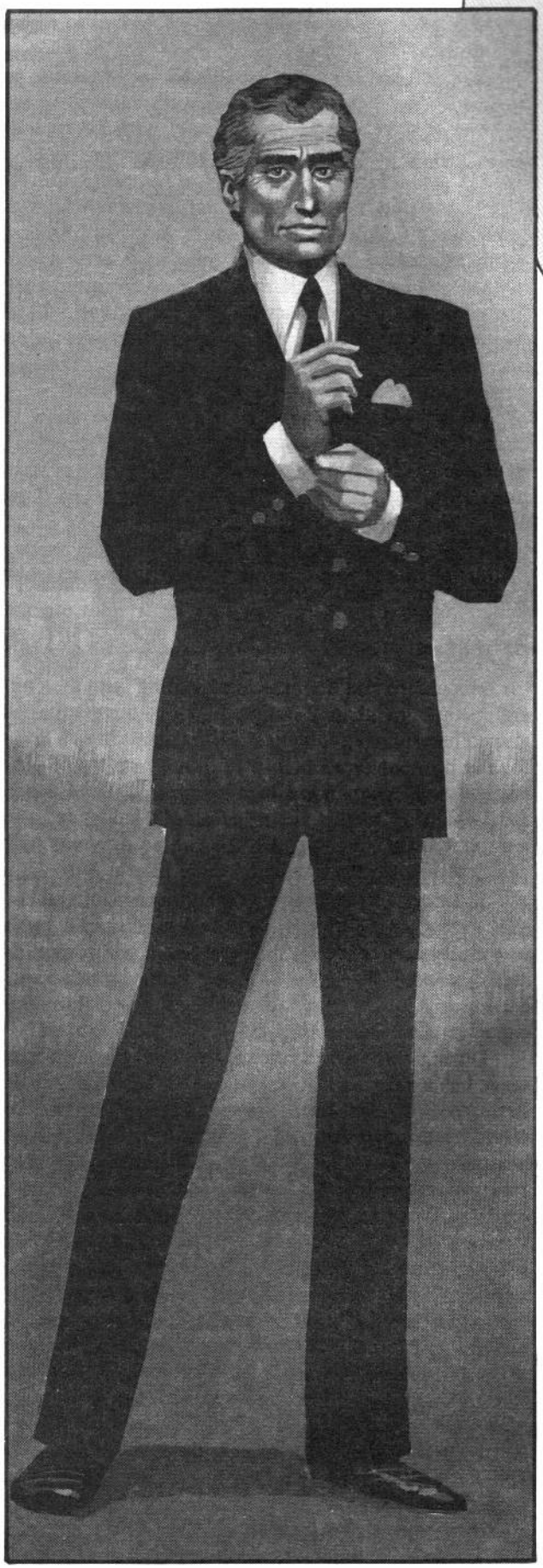
1) A ship carrying a shipment of refined plutonium disappears in the Indian Ocean. The ship is found, abandoned, but the plutonium is missing. The characters' mission begins by investigating the boat, where they find a clue that leads them to Bombay, India, where Octavia is hiding out while she seeks a buyer for the plutonium.

The characters would be racing the clock hoping to locate Octavia before she can find a buyer. If they miss that deadline, they will have to chase down the shipment before it reaches its destination. The destination can be determined by reading a current newspaper and identifying a political hot spot.

2) A British airliner is hijacked by Octavia, and one passenger is wounded. The wounded passenger is an M.I.6 courier who is transporting a microdot containing the names of Soviet agents in Great Britain. These Soviet agents have stolen the missile launch codes for NATO bases throughout Europe and are about to smuggle them out of the country. The characters have to get the microdot.

What Octavia is really after, though, is in the luggage compartment, a shipment of diamonds hidden in a suitcase. A diamond merchant is taking them to Amsterdam for cutting and Octavia wants them.

The group holding the airliner is composed of locals Octavia recruited. They know nothing about the diamonds. To complicate matters further, Octavia's people will take the M.I.6 courier hostage while they make their escape. This adventure can be expanded as the characters chase after Octavia who unknowingly has the microdot.



Pierre Larose

STR: 5 **DEX:** 8 **WIL:** 10 **PER:** 9 **INT:** 9

SKILLS (SKILL LEVEL/PRIMARY CHANCE)
Charisma (11/21), Disguise (6/15), Driving (5/13), Electronics (11/20), Evasion (5/11), Gambling (6/15), Hand-to-Hand Combat (5/10), Interrogation (6/15), Local Customs (11/20), Piloting (10/18), Science (9/18), Sixth Sense (8/18)

HEIGHT: 6′2″	**SPEED:** 2
WEIGHT: 205 lbs	**HAND-TO-HAND DAMAGE CLASS:** A
AGE: 48	**STAMINA:** 28 hours
APPEARANCE: Attractive	**RUNNING/SWIMMING:** 25 minutes
FAME POINTS: 125	**CARRYING:** 60-100 pounds
SURVIVAL POINTS: 9	**WEAPON:** Beretta .25

FIELDS OF EXPERIENCE: Botany, Economics/Business, International Law, Political Science, Snow skiing

WEAKNESSES: Attraction to Members of the Opposite Sex

IDIOSYNCRASIES: Appears relaxed until he is disagreed with; will not discuss his theories with anyone who disagrees with him

INTERACTION MODIFIERS: Reaction (0), Persuasion (−1), Seduction (+2), Interrogation (+2), Torture (+4)

DESCRIPTION: Hair: Brown; Eyes: Brown; Scars: None; Distinguishing Marks: None

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The old saying goes that "the road to destruction is paved with good intentions," and Pierre Larose may be the living proof of it.

His demeanor is calm and collected. He seems to be the most rational of men. He was once a politician, admired by the world for his strong sense of morality and his courage to speak out. He preaches peace and harmony among all the nations of the world.

This altruistic exterior, though, masks a man close to the edge of insanity. His personal life has been a series of personal tragedies that Larose was not emotionally able to handle. When he fell from political favor, Larose's mind reached the breaking point. His outward demeanor is still calm and composed but undue stress can bring him perilously close to snapping.

Larose's instability is reflected in his philosophy, which is a mass of contradictions. He wants peace and is willing to kill to get it. He loves his fellow man to the

point of executing him rather than let him live a life with "confused ideals."

He has fallen into the trap that "the end justifies the means." He will do anything and everything to achieve the world peace he fought for as a politician. He may even delude himself into thinking that his plan will achieve world peace when actually it will brink the world closer to destruction.

Larose is unlike any other Bond Major Villains in that he is not out for power or money. He does not want to control the world. He only wants to see it at peace. His intentions are of the most noble calibre. It's his methods that are questionable.

Background

All people must overcome a certain amount of hurt, pain and loss while growing up. Some come through it without a mark, stronger than ever; others come through it teetering on the edge.

Pierre Larose started out with a bright future as the son of a French father and Canadian mother. The family resided in Quebec, where Henri Larose worked for an international French shipping firm. Everything was fine until Marie Larose succumbed to cancer and died within six months. Henri, unable to live surrounded by memories of his wife, asked for and got a transfer.

Henri and Larose moved to Vietnam, which at the time was still French Indochina. There, far removed from reminders of his lost love, Henri regained his health and good humor. Larose would often miss his friends in Canada, but the recovery of his father more than compensated.

While in Saigon, Henri met and fell in love with a local woman, Chiu Luc. With Larose's blessing, the two were married and Larose soon had half brother and sisters. The family got along splendidly, but Larose found the letters from his young friends in Quebec had taken on a different tone. They scolded Larose about the mixed marriage because their parents disapproved; such a union could only result in disaster. In those less liberal times, people would not sanction such a marriage.

Larose wrote back defending his new mother and family. Shortly after that, the letters stopped coming from Canada. Larose felt deserted. He spoke about it with his father, who was sorry for the trouble his son was experiencing, but could do nothing about it. Henri tried to explain that even the best of people sometimes have prejudices and irrational hates. Larose accepted this, his new family and the happiness they had in Saigon compensated for the lost letters.

Larose seemed fated never to enjoy happiness for very long. Chiu and Henri took the children, including Larose, to visit Chiu's relatives in the country. During their stay, the small village was caught in an artillery cross fire. Larose watched as his parents and brethren were blown apart by the shelling, or slashed to ribbons by the shell fragments.

Larose suffered some superficial wounds and broken bones, but the emotional wounds went deeper. He was sent back to Canada to stay with his mother's sister, his closest relative. She and her son cared for Larose and he gradually came out of his depression. His experiences led him to join the anti-war movement that was beginning to gain momentum in North America. While he studied for his law degree, he worked with the underground railroad, getting draft dodgers out of the United States to avoid serving in the military. Larose was convinced that the Vietnam conflict was a civil problem, and would be settled peaceably once the larger powers removed themselves from the situation.

Unlike others of his generation, Larose knew that change comes only from within the system. Threatening to destroy "the establishment," he realized, was just so much posturing. He worked hard to get his law degree and to pass the bar exams. He figured that, as a legitimate lawyer and member of the establishment, he could better help those in the movement who were in trouble with the law.

POLITICAL AMBITIONS

His charm and diplomacy in dealing with the courts and people in general worked to his advantage, and gained him quite a reputation. His reputation as a lawyer for the peace movement gained him a number of political contacts, who urged him to run for the Canadian Parliament. While his victory was not a landslide, it was a good margin for someone who had no previous political experience and came out of the liberal left.

The same charm that worked on juries and the voter rally crowds worked just as well on individuals. Larose was rarely seen without a pretty woman on his arm. His meteoric rise in politics and law made him the social darling of Montreal, and his name and face adorned the paper at least every other day.

During his second term in parliament, Larose served as an advisor to the Minister of Foreign Affairs. In this position, he was able to travel the globe, meeting world leaders and influential people. Wherever he went, he spoke with fervor of his pacifist beliefs. His major subject was always the fighting in Vietnam. "If we let the smaller nations work things out for themselves," he was quoted by Reuters, "the major powers may learn something about preserving peace."

For Larose, it was always the war machine that kept war going, never the other way around. He believed the world's armies and generals were actually prolonging the war with their insane bids for glory and medals. "War," he said, "was too important to leave with generals."

Larose became a celebrity with his speeches and his assignations. He was a hero for a short time when the United States announced their intention to pull out of Vietnam. Larose went on the airwaves, praising the Americans for coming to their senses and leaving the

people of Vietnam to settle their differences amicably. Larose was the hero of the day in Canada. Papers praised his efforts, and most of Canada shared the limelight in which their favorite son basked.

Larose's joy was again short lived. In 1976, North Vietnam, with apparently no one to stop them, took over South Vietnam and, within a short time, began making raids into Cambodia. Larose's time in the winner's circle was over.

For Larose, this new development made all his theories a lie. His sole political strength was gone. With the controversy gone, public acclaim, a fickle creature at best, left him with no audience and no adoring crowds. The news media were no longer interested in him, and he was soon little more than a small item back amongst the want ads. Larose lost his re-election bid and returned to private law practice.

Larose was to suffer further disappointment. His old peace movement clientele were now perfectly respectable, some were even captains of industry. Larose began contacting them, sure that he would have no trouble getting their business, but no one wanted to associate their firm with the one time notorious celebrity. His political contacts dried up. He was sure that his enemies in the military had much to do with that.

Larose got by with his practice but never quite recovered from his sudden drop in popularity. During his time in Parliament, Larose's aunt had died, leaving him as sole guardian for his cousin. Larose took good care of the boy, and was shocked when the young man stated he was going to join the military. Larose spoke with his cousin for a long time, but could not talk the boy out of his decision.

The boy had a good argument. Since Larose was not making a lot of money as a lawyer, joining the military would help the young man to pay for his education. "There was no war," he told Larose. "What could happen to me?" Larose finally agreed.

The young man was killed in a jeep accident during bivouac maneuvers.

FALL FROM GRACE

Larose came perilously close to a nervous breakdown, but managed to continue functioning. He even wrote a book about his life which became a mild best seller.

All things in the world come full circle. For years, the populace of North America seemed complacent and apathetic, but then protests began erupting against nuclear power and the arms race. With the announcement by the United States of compulsory registration for the draft, the scene was reminiscent of the movement of the '60s. Nothing spectacular, no marches on Washington, no flag burning, but a tremor running through society that echoed of an era and feelings thought dead.

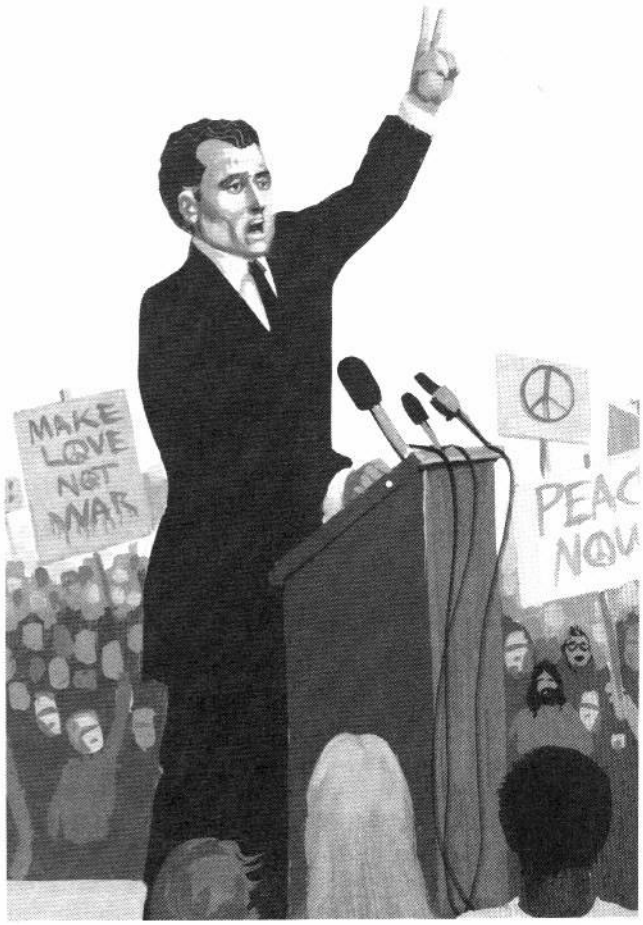
Larose seized the moment and, once again, found himself in the public eye. This time the subject was not war, but the very survival of mankind. Larose felt needed once more. He was sought for lectures and personal appearances.

Whatever problem he spoke on, Larose managed to blame the military. Though his arguments seemed logical, they sprung not from facts but from Larose's personal paranoia of the military. He held the armed forces accountable for all his ills.

The military bombed his family in Vietnam. The military caused him to lose the political contacts he had made. The military killed his cousin. Even going beyond his own life and troubles, he "knew" the military leaders had kept the war going for their own aggrandizement. Wherever there was conflict in the world, one could trace it back to a military mind making decisions that would get people killed.

Because his target was still the military, Larose could deliver his old speeches without having to change the rhetoric and pessimism. He also saw a new danger and created an anti-nuclear organization that solicited, and got, contributions from around the world. Larose promised to stop the proliferation of nuclear weapons and show the nuclear powers the way to peace.

Without going into details, Larose spoke glowingly of the plans his organization would implement. These fervent speeches inspired more and more people to send more and more money. Finally, Larose announced he



was on his way to the United Nations. There he would speak to the delegates and convince them of the folly of nuclear proliferation. This, it turned out, was his master plan. His supporters were stunned. They had hoped for solid action, though they had no idea exactly what kind. They realized their hero planned to scold the delegates like small children. Worse yet, Larose firmly believed the plan would work.

It came as no surprise to anyone that Larose was not admitted to the United Nations building in New York. Perhaps realizing the folly of his pride, he began a campaign to speak to the delegates individually but they were not interested.

Disillusioned supporters withdrew their promise of contributions and many people wrote in demanding their money back. Larose was being rejected again by the people he wanted to help.

BREAKING POINT

The feelings of rejection snapped something in Larose. He decided he must take more direct action. If the nations and people of the world would not listen to reason, he would force them. Shortly after his United Nations fiasco, he dropped out of sight, along with all the funds from his anti-nuclear organization.

Larose became a fugitive. In his own mind, he was a misunderstood, persecuted savior of mankind. If governments and people would not take action, he would have to do it for them. Larose started on a campaign towards a very tough goal.

Larose decided to stop the military machines of the world.

To be fair, not even Larose thinks he can eliminate every army on the globe. He does think, though, that with the proper tactics he can inhibit the military's progress enough so that people will have the time to realize that they must join him in stopping the military machine.

With the help of companions as fanatical as he, Larose has started his campaign with some simple sabotage. Designs of new tanks and airplanes disappeared, putting development back for months. During testing, something would mysteriously fail on a weapon or missile. Anonymous contributions were made to disarmament groups and anti-nuclear rallies.

Of course, Larose was behind a lot of this. These projects put a severe drain on the funds he had embezzled, and Larose was soon almost broke. In a panic, Larose readjusted his thinking. He rationalized that to gain more time for the world to come to its senses, he had to help maintain the balance of power. He would help maintain the balance by stealing and selling military secrets so that both sides would remain at a stalemate. This course of action would also bring him the money he needed to advance his plans.

In his own mind, he saw himself as a savior to smaller nations, also. By making technology available to the weaker powers, he thought, they could hold their own in the worldwide arms race. This would make them more than what Larose called "spectators just sitting and waiting for the deadly blow to wipe them off the earth."

In his unbalanced state, Larose is sure he is leading the world to total peace and security and will hear no opposing opinions.

Personality

Larose is teetered on the brink of insanity; all his traumas have left his mental stability very fragile. He is hanging on by a thread. The thread being his paranoia of the military and blaming it for all his troubles and the world's woe.

Larose is a caring and sensitive person, more so than is healthy for his chosen profession. He deeply cares for people and the world, and wants to harm no one. But, he sees his mission as being beyond any of the conventions of mankind and any of it laws.

Larose is a charming man and excellent host. He will gladly indulge in conversation and debate, unless the subject is the military or his mission. He will brook no disagreement with his philosophy. If his beliefs are challenged, all semblance of logic will disappear from the discussion. He will state his position and declare the matter closed. If people persist in challenging him, he will begin to rant and rave, all the while hurling insults at his "persecutor." He will begin shouting that his challenger can never understand what he is trying to accomplish. "Your small mind cannot comprehend the greater good!" is one of his favorite expressions.

If pushed too far, Larose will retreat from the fight by running from the room. Once by himself he goes into a kind of trance and retreats into himself. When he emerges, he is his old affable self and, seemingly, all memory of the argument is wiped from his mind.

His people, realizing this will happen, will never leave Larose alone with an enemy. If Larose takes off, they want someone there to keep an eye on the prisoners.

Larose wants to be loved and needed, but not by a single person. The responsibilities of such a relationship frighten him, though he will not admit it. What he wants is a general love, the kind he felt when the crowds were cheering him on.

Goals

As stated above, Larose means to inhibit military growth to protect the world from itself. He has faith in the human spirit and that mankind eventually will recognize the folly of maintaining the military. Once that happens, the people will join with him, do away with the military establishment and live in peace.

Weapons

Larose's philosophy prohibits him from carrying any sort of weapon. He will wear a bullet proof vest which reduces all damage done by Fire combat by three levels of Damage Class. It requires a specific shot to do full damage to Larose when he is so armored.

Larose's people will carry weapons. They have no access to special equipment. If the adventure includes a theft of a new weapon by Larose and his people, they will use it if necessary. Otherwise, they have standard firearms which can be picked from the *Q Manual* or the equipment section of the *James Bond 007* Basic Game book.

The sight of a firefight has the same effect on Larose as does continued disagreement. He will retreat and find a safe haven until he can compose himself. Usually one of his hirelings will escort him out of danger.

Organization

Larose runs a very loose knit organization. Aside from a few loyal followers, he hires people as he needs them. No one stays with Larose for very long. Eventually, they realize that he is close to losing his sanity. No one wants to work for a man who could snap at any moment

There are two people who have stayed with Larose.

OLGA KAPINSKI

STR: 3 **DEX:** 6 **WIL:** 12 **PER:** 10 **INT:** 12

SKILLS (SKILL LEVEL/PRIMARY CHANCE)
Driving (6/14), Electronics (3/15), Evasion (6/10), Fire Combat (5/12), Hand-to-Hand Combat (5/8), Local Customs (5/15), Science (2/14)

HEIGHT: 5'5"	**SPEED:** 2
WEIGHT: 109 lbs	**HAND-TO-HAND DAMAGE CLASS:** A
AGE: 46	**STAMINA:** 30 hours
APPEARANCE: Plain	**RUNNING/SWIMMING:** 40 minutes
FAME POINTS: 60	**CARRYING:** 60-100 pounds
SURVIVAL POINTS: 4	**WEAPON:** Smith & Wesson .38

FIELDS OF EXPERIENCE: Board Games, Ecomonics/Business, International Law, Political Science

WEAKNESSES: Close Personal Tie

IDIOSYNCRASIES: Pulls down glasses to look over them when talking to a person; tends to speak in oratorical tones as if giving a lecture

INTERACTION MODIFIERS: Reaction (−1), Persuasion (−2), Seduction (−4), Interrogation (+2), Torture (+4)

BACKGROUND: Dr. Olga Kapinski has loved Larose since they were in college together, but has shoved her feelings aside for what she believes is a nobler purpose. They were together in the peace movement, and Olga did not want Larose "distracted" by any romantic entanglement, whether with her or anyone else.

While Larose became a lawyer and entered politics, Olga went on to get her doctorate in Political Science and became a professor at the university in Montreal. She continued to worship Larose's ideals, but now from afar. When she heard of Larose's fall from grace with the public, she went to him and helped him through the bad times. This cycle has repeated itself a number of times. When Larose is in the limelight, Olga steps out of his life so she does not distract him. When he falls, she rushes in to help. Like Larose, she has a desire to feel needed.

Olga has never married, her looks have always made her incredibly insecure. She was always married to the ideal of the movement. She still carries a torch for Larose and considers him to be the most noble man in the world. Her dedication to him precludes her noticing that he is highly unstable. This makes Larose Olga's Close Personal Tie. She will do anything to keep him from harm, even to sacrificing herself or their current project.

It also makes her difficult to Seduce. Olga is a very repressed personality who sublimates her "base" desires by working harder for Larose. She has buried her emotions so deeply in rhetoric, she no longer realizes she is doing it.

ROBERT OLSON

STR: 8 **DEX:** 9 **WIL:** 8 **PER:** 10 **INT:** 9

SKILLS (SKILL LEVEL/PRIMARY CHANCE)
Charisma (8/16), Driving (5/14), Evasion (4/12), Hand-to-Hand Combat (10/18), Local Customs (8/18), Sixth Sense (7/16)

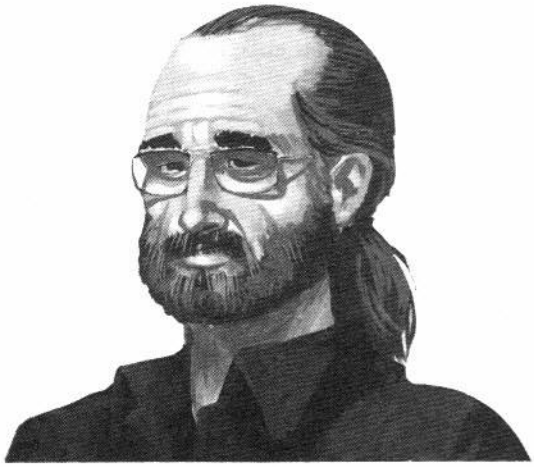
HEIGHT: 5'9"	**SPEED:** 2
WEIGHT: 150 lbs	**HAND-TO-HAND DAMAGE CLASS:** A
AGE: 44	**STAMINA:** 28 hours
APPEARANCE: Good Looking	**RUNNING/SWIMMING:** 25 minutes
FAME POINTS: 75	**CARRYING:** 101-150 pounds
SURVIVAL POINTS: 4	**WEAPON:** Luger Parabellum

FIELDS OF EXPERIENCE: Golf, Political Science

WEAKNESSES: Dependence on Drugs

IDIOSYNCRASIES: Tie usually rumpled; runs fingers constantly through hair leaving it in wild disarray

INTERACTION MODIFIERS: Reaction (0), Persuasion (0), Seduction (+1), Interrogation (+4), Torture (+6)



BACKGROUND: Olson edited the radical newspaper on the campus where he and Larose went to college. Olson would print anything so long as it was inflammatory and would cause an argument. It was his way of being in the spotlight. When he could not attract attention to himself, he would start a controversy. It gave him the same thrill.

After college, Olson became a freelance journalist doing pieces for underground and radical newspapers. He gained national acclaim with his article "Angst and Insecure Reflections on Mother's Day" that appeared in a national magazine. Olson has had trouble making deadlines due to his overuse of mind-altering chemicals and illicit substances. He is not considered trustworthy, and therefore must turn in his work before he is paid. He is also known for bizarre behavior. In New Orleans, he jumped out the window of his second story hotel room. He was holding onto his mattress to break his fall.

Olson has calmed down of late and concentrated on reporting on world politics. His contacts give him a wealth of information, and he keeps Larose well informed.

Fortress

Since he is a fugitive, Larose has no set fortress. He will rent apartments or houses as he sees fit. He will work out of warehouses or abandoned factories as well. Usually these places will be rented by Olson or Olga under an assumed name.

Campaign

Larose should not be used too often in your campaign. His unstable nature makes him a volatile Major Villain and with each encounter with the characters his mental screws become a little bit looser.

Larose is different from most Bond villains in that he is more sympathetic than a Scaramanga or a Skorpios. The characters will not be encountering an arrogant, self-centered megalomaniac. When role-playing Larose, you should communicate a man whose relationship with reality is tenuous, at best.

When first encountered, Larose should appear calm and composed. He can handle the pressures of his mission until the final firefight or until he is pushed in an argument as described above.

The danger to the characters will be the guards and soldiers he hires to help him. They will be the real strength of the operation with Larose being the guiding mentality.

The M.I.6 dossier paints a different portrait of Larose. It is logical for the government to think that he has become some sort of terrorist. The characters should be in for a surprise the first time they meet Larose and discover the truth.

Adventures

Any adventure involving Larose should be directed against the military.

1) During NATO maneuvers a series of mishaps cause grave misgivings on the part of the involved countries, when several civilians are almost injured. Another set of maneuvers is scheduled for a few days. During that time the characters must investigate the original sabotage and prevent any further sabotage from happening. During their investigations, the characters find out Larose is behind it. They hunt him down to stop him from sabotaging the new maneuvers, but the sabotage is already done and must rush to avert it.

2) A field agent reports that a plot is afoot involving a top secret meeting of military leaders from several allied countries. The information indicates that Larose is planning on stopping the meeting or stopping the generals. The delicacy of this meeting is such that the characters must stop Larose's plans without the generals finding out anything is happening. Larose's plan is to infiltrate the conference and, using drugs and psychology, brainwash the generals into becoming his allies, through them he hopes to disarm the world.

VILLAINS

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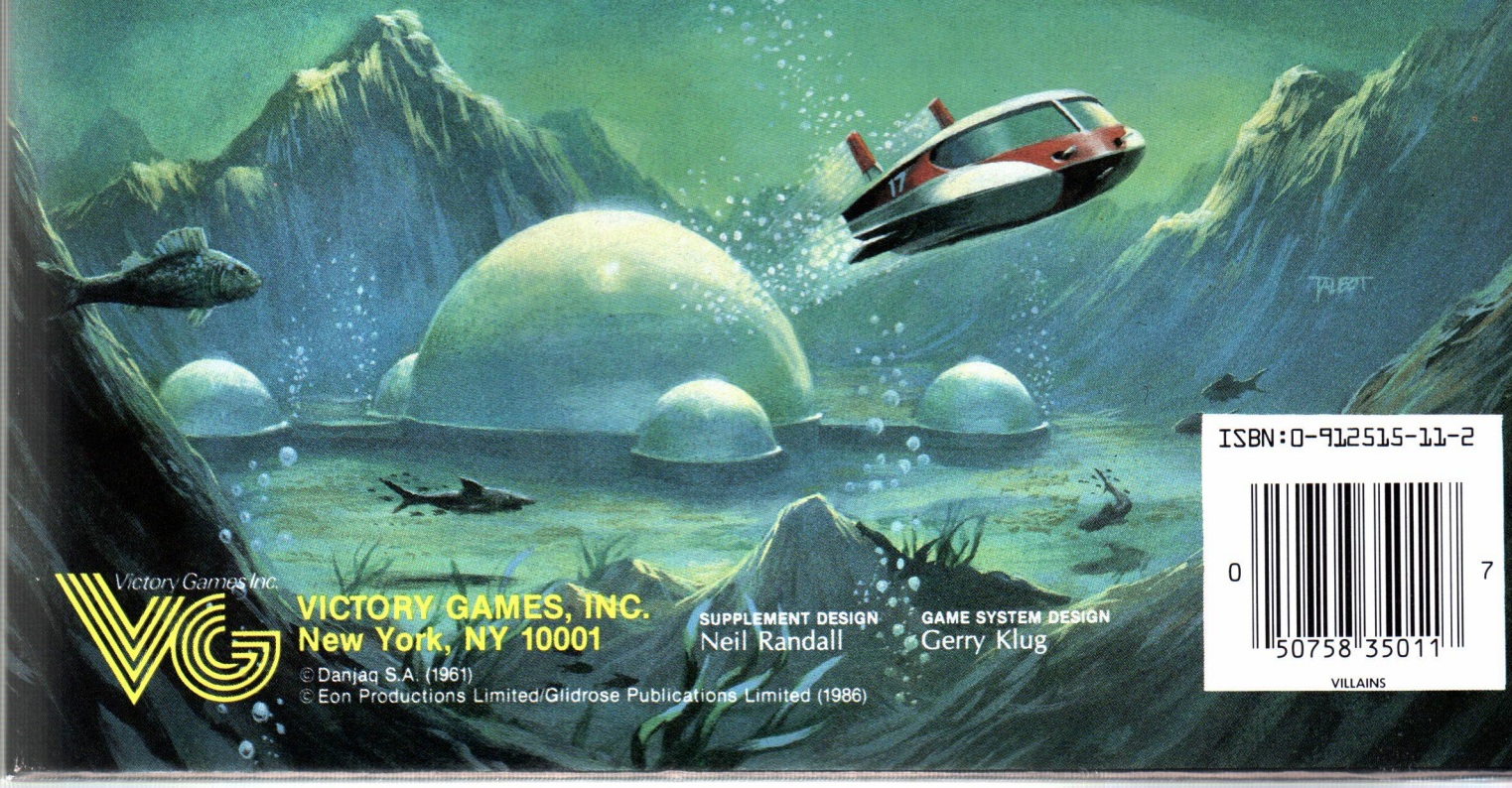

Victory Games Inc.

VICTORY GAMES, INC.
New York, NY 10001

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© Eon Productions Limited/Glidrose Publications Limited (1986)

SUPPLEMENT DESIGN
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GAME SYSTEM DESIGN
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ISBN:0-912515-11-2

0 50758 35011 7

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