

The Complete
Equipment Guide
and Briefing Manual
for Q Branch

JAMES BOND 007

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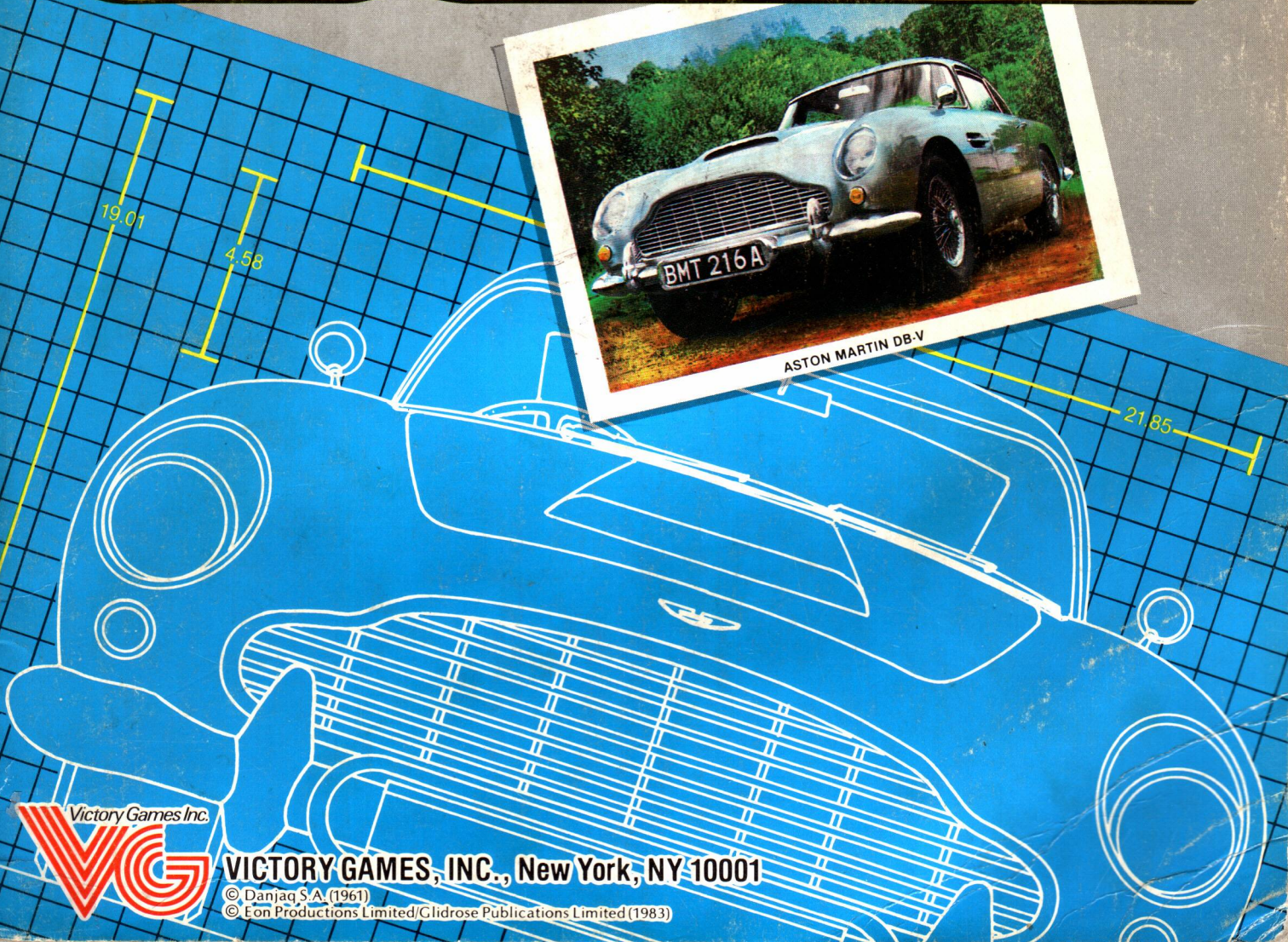
Role Playing
In Her Majesty's
Secret Service

Q MANUAL

The Illustrated Guide to the World's Finest Armory



ASTON MARTIN DB-V



VICTORY GAMES, INC., New York, NY 10001

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MANUAL

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Foreword

In the wee morning hours of an auspicious day in October of last year, I was awakened from a deep sleep by the insistent ringing of my bedside telephone. I could not, for a moment or two, fathom the clipped accent that greeted me when I answered, until my caller identified himself as Q, head of Q Branch at M.I.6. He went on briskly to explain that he had recently spoken to Gerry Klug concerning the possibility of producing a "Q Manual" as an adjunct to Gerry's James Bond 007 Role Playing Game. My name, as editor of the manual, had cropped up during their discussion, and Q's penchant for immediate and decisive action had precipitated his ringing me at his earliest opportunity.

What followed on that particular morning was a conversation of some six hours duration, throughout which Q supplied a very sizeable portion of the background and technical information that eventually found its way into this manual. It was very much his intention that the Q Manual reflect the perspective of Q Branch, in spite of the natural tendency to interpret everything from James Bond's own unique viewpoint. In this, the first of many lengthy conversations with Q, I gained an avid interest in, and an ungrudging respect for, the amazing and prodigious work accomplished routinely by Q and his celebrated Branch.

Throughout this manual, Q has taken the concepts of the game, as explained to him by Gerry Klug, and has provided us with his formidable estimates of how much

of the equipment associated with James Bond would work in that context. His invaluable technical insight has produced a work which is of certain interest to the fans of 007, as well as to those who play the James Bond Role Playing release.

The Q Manual is, in essence, a compilation of facts and descriptions, supplemented with examples of equipment and items used by the adversaries and allies of the British Secret Service. For those who own the game, I have this caution: this work is intended as a sourcebook from which an enterprising GM can select appropriate pieces of equipment to spice up an adventure. It is certainly not required, nor perhaps is it desirable, to dump the entire contents of this manual into the mix.

I have attempted to be as faithful to the opinions of those at Q Branch as possible, but as I am considerably less well versed in the technology of espionage than my tutors, I may have inadvertently introduced error into certain esoterica. For any such inaccuracies, I claim responsibility. I furthermore extend my gratitude to Q and his colleagues for enduring the incessant and often ignorant curiosity of one American, and for answering my questions thoroughly without in any way compromising themselves or M.I.6.

Greg Gorden
May 1983
Chicago, USA

Q **MANUAL**

Weapons



Pistols

PISTOLS

Beretta .25

A pistol designed for those who wish to be discretely armed, the Beretta is an easily concealed weapon, intended only for work at short ranges. A spur extends from its magazine which, while increasing the gripping surface of the pistol butt, also exhibits a dangerous tendency to catch on clothing. This is the reason for the Beretta's slower than expected drawing time.

Q Evaluation: *Just prior to 007's encounter with Dr. No, I had to convince him to switch from the Beretta to the Walther PPK 7.65mm. This task of persuasion was not as simple as it should have been, even given 007's recognition of the Beretta's anemic qualities and limited range. In defense of 007, I will say the .25 calibre automatic was very easy to conceal, and accurate enough in the ranges for which it was intended. Fifteen years of familiarity with the weapon doubtlessly increased the lethality of the weapon in the hands of Commander Bond. -Q*

Game Information: The Damage Class of the Beretta is the same as that of the Walther PPK 7.65mm, because the lighter bullet of the Beretta transfers its kinetic energy more completely than the larger bullet of the Walther when fired at a human target. The Damage Level should be lowered by one (an MW becomes an LW) when firing at an inanimate target, such as a car.



PM	S/R	AMMO	DC	CLOSE	LONG
0	2	6	E	0-2	8-12
CON	JAM	DRAW	RL	COST	
-4	98-99	0	1	100	

PISTOLS

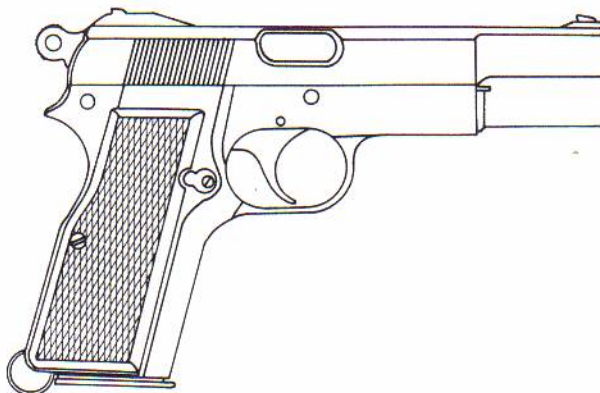
Browning High Power 1935

This final refinement of John Browning's self-loading pistol was first produced in 1935 by Fabrique Nationale in Belgium. It continued to be produced in Belgium after the Germans conquered that country in World War II, but Belgian workmen sabotaged much of their own output, to the extent that pistols bearing German markings are not to be trusted. Many Brownings were produced in Canada during the war. After the war, production resumed in Belgium and continues today. The weapon is available commercially.

John Browning developed a version of the locked breech system for this pistol. The first round is loaded manually, fired, and then the barrel and slide recoil together briefly. The barrel soon stops, but the slide continues on to eject the spent cartridge and to chamber a new round.

Q Evaluation: *The locked breech system handles recoil more civilly than the simple blowback system of his earlier pistols, allowing a more powerful round to be used. The Browning High Power has been adopted as a military sidearm by ourselves, the Belgians, Canadians, Danish, and the Dutch. If it were a shade smaller, it would be an ideal firearm for M.I.6 -Q*

Game Information: Weapons produced by the Belgians during the German occupation will misfire on a 96-00, jamming on a 80-95.



PM	S/R	AMMO	DC	CLOSE	LONG
0	3	13	G	0-3	13-19
CON	JAM	DRAW	RL	COST	
0	99	0	1	200	

PISTOLS

Browning 9mm

One of the earliest models of autoloading pistols, the Browning 9mm was first put into production in 1910. The Browning design has served admirably over the past seven decades. The weapon has no rough edges, giving it a quick, smooth draw. It is almost the same thickness as the Walther PPK, with a lighter, more rapid trigger pull. The Browning has the facility to carry an extra round in the chamber. The pistol is available commercially in Europe; in West Germany, it is known as the 9 Millimeter Kurz.

Q Evaluation: *The Browning 9mm, while slightly less powerful than the High Power, is more suitable to the work of M.I.6 because of its shape and size. -Q*

Game Information: The Browning 9mm has a thumb safety which many consider hard to reach. When drawing the weapon, a character must make an EF 7 DEX roll to release the safety. If the roll fails, the weapon will not fire. The character can choose to carry the weapon with the safety off, in which case he must make an EF 6 DEX roll when drawing the weapon. If this roll fails, the weapon fires before it is completely drawn, injuring the character. These rolls do not apply if the character takes a Round solely to release the safety.

PM	S/R	AMMO	DC	CLOSE	LONG
0	3	6	F	0-3	8-18
CON	JAM	DRAW	RL	COST	
-2	99	+1	1	200	

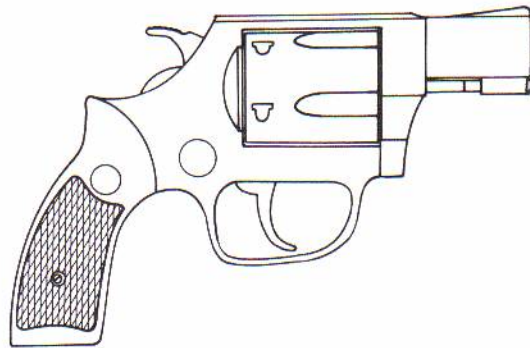
PISTOLS

Colt Cobra .38

A weapon used by undercover police in North America and, less frequently, by police in Latin American countries, the .38 Cobra weighs less than a pound and has a 2-inch barrel. The weapon becomes severely unbalanced if a silencer is attached. The Colt Cobra was in production from 1951 until 1973.

Q Evaluation: *A weapon now used by M.I.6 agents exclusively for range work, one which 007 uses more frequently than other agents. In the decade of the fifties, it was a common arm of our agents, even though it was underpowered and not overly accurate. 003 used it on the many occasions when he was inserted behind the Iron Curtain. -Q*

Game Information: If a silencer is attached to the Colt Cobra, a -2 EF modifier is applied in addition to the normal effects of silencer use.



PM	S/R	AMMO	DC	CLOSE	LONG
0	2	6	D	0-2	8-12
CON	JAM	DRAW	RL	COST	
-2	99	0	3	140	

PISTOLS

Colt Model 45 or Model M1911A1

Model 45 is the military version of the pistol, while the M1911A1 is the commercial version of the classic autoloader. The .45 calibre weapon is used by military police, airborne troops, and officers of many of the world's military forces. The military and commercial versions differ in coloration, the Model 45 being a green-gray (Parkerized finish) while the M1911A1 has a blued finish. Commercial model serial numbers are either preceded or followed by a "C."

Q Evaluation: *Popular due to the weapon's stopping power, the Colt Model 45 is altogether too large for undercover work. This has not prevented 007 from using it in the field on occasion, and more frequently in range work. In my opinion, the weapon is slightly inferior to the Browning High Power in overall performance. -Q*

Game Information: The large calibre results in great stopping power against living targets. Decrease the Pain Resistance EF by 2 at every Wound Level; a person receiving a Light Wound from a Colt would therefore have to make an EF 5 WIL roll instead of the normal EF 7 WIL roll.



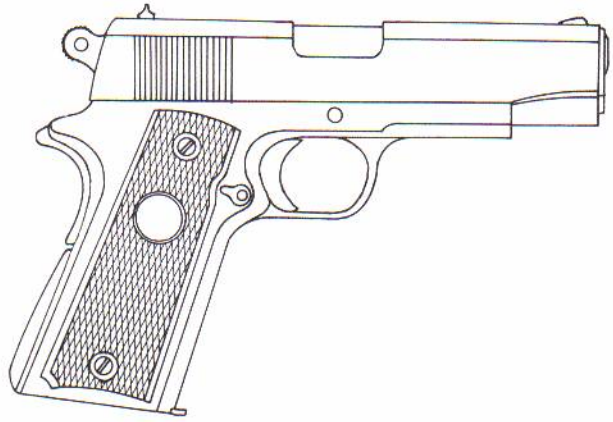
PM	S/R	AMMO	DC	CLOSE	LONG
0	2	7	F	0-4	12-18
CON	JAM	DRAW	RL	COST	
+1	99	0	1	225	

PISTOLS

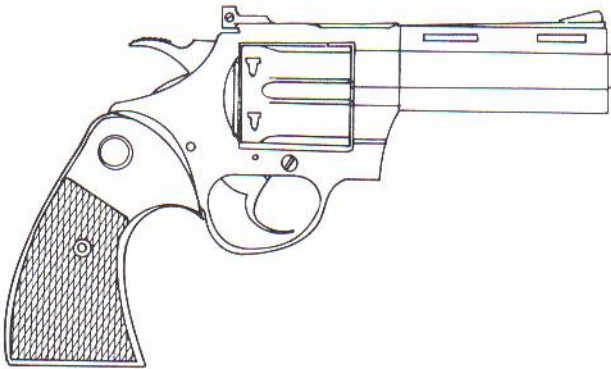
Colt Pocket .25 Automatic

A very small gun, weighing just 13 ounces and only four and a half inches in overall length, the Colt Pocket Automatic was popular as a self-defense firearm in the 1920's among well-heeled urbanites. The pistol lost much of its appeal after a 1927 shooting incident in Virginia, USA, when an owner fired five shots at a surprised burglar, missing four times. The remaining shot, which hit square on, was insufficient to prevent the intruder from beating the owner unconscious and then continuing with the robbery. The Colt .25 was manufactured from 1908 until 1941.

Q Evaluation: *The Colt .25 Automatic is an inadequate firearm for most circumstances. An exception, perhaps, is in close quarters where one wishes to minimize the damage from a stray bullet. It was in such a circumstance that Auric Goldfinger used this weapon against 007. Of course 007's continuing existence testifies to the inadequacy of the pistol. -Q*



PM	S/R	AMMO	DC	CLOSE	LONG
0	2	6	D	0-2	7-11
CON	JAM	DRAW	RL	COST	
-4	97-99	+1	1	175	



PM	S/R	AMMO	DC	CLOSE	LONG
0	1	6	H	0-3	13-19
CON	JAM	DRAW	RL	COST	
+2	99	-1	3	150	

PISTOLS

Colt Python

The Colt Python is a double action pistol with a swing out cylinder. It uses the .357 Magnum cartridge and is therefore a powerful handgun. The overall bulk of the weapon makes it difficult to conceal. The thick barrel makes the Python a bit front heavy, with a corresponding loss of speed in drawing. Some American police departments use the Colt Python as a weapon for specific use against vehicles; the .357 cartridge is powerful enough to stop most automobile engines.

A Colt Python was presented by Colt's to Ian Fleming in 1964. The weapon, which is currently in production, is available commercially.

Q Evaluation: *Far too bulky for use by M.I.6 agents; too slow for consideration as a military sidearm. This weapon is used by police and private citizens in North America. Unfortunately for our agents, many of the citizens holding these weapons are in the employ of TAROT. Fortunately for our fellows, a competently handled Walther should have put two bullets in their target before the Colt Python has completely cleared its holster. -Q*

PISTOLS

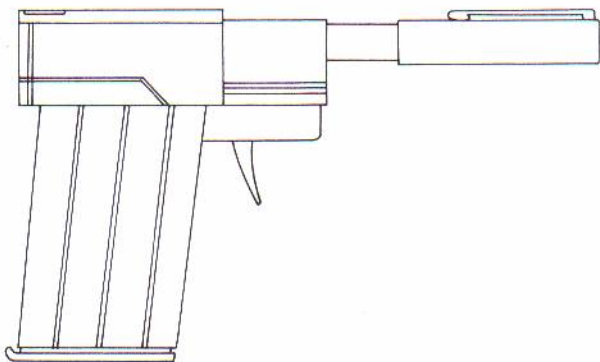
The Golden Gun

The Golden Gun is the ultimate assassin's pistol. Powerful and accurate, its components are quickly assembled and disassembled. The Golden Gun consists of three objects which look like a cigarette lighter, a cigarette case, and a pen. The cigarette lighter becomes the butt, the case transforms into the chamber, and the pen converts into the barrel.

The Golden Gun uses a unique high-velocity 4.2mm ammunition that acts much as a dum-dum or hollowpoint, spreading upon impact to increase the damage done to live targets. There is only one Golden Gun known to exist.

Q Evaluation: *Scaramanga's weapon is a lethal curiosity, but not a desirable weapon from the point of view of Q Branch. If M.I.6 agents were to use replicas of this weapon, any killing done would be immediately traceable to this agency. The ammunition is very hard to produce, consuming skilled labor we could better employ elsewhere. 004 requested one of these weapons, and we promptly threw his request out. -Q*

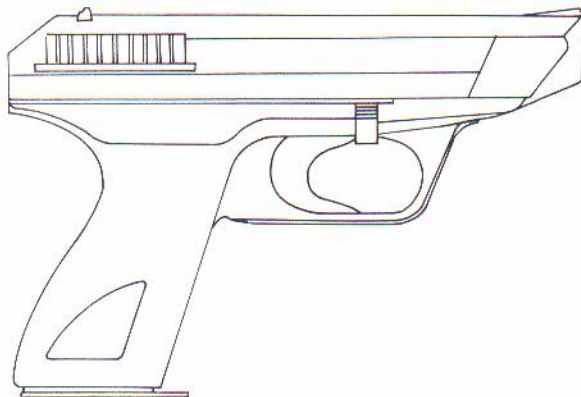
Game Information: Assembly or disassembly of the Golden Gun requires seven Action Rounds. The weapon statistics are for the assembled gun. The special ammunition of the Golden Gun increases by 1 the Wound Level of all hits that are inflicted on living targets.



PM	S/R	AMMO	DC	CLOSE	LONG
+2	1	1	G	0-6	30-45
CON	JAM	DRAW	RL	COST	
+1	99	0	2	na	

PISTOLS

Heckler and Koch VP-70z



This is the pistol that replaced the Walther PPK in the British security services. The VP-70z is well balanced and relatively easy to conceal. It fires a 9mm round at a muzzle velocity almost 25 percent greater than that of the Walther PPK. The VP-70z is an accurate pistol with a rapid trigger pull.

The weapon can be fitted with a shoulder stock to create an automatic weapon capable of firing three-round bursts. This capability is a primary reason for the VP-70z's ample 18-round magazine. The shoulder stock is part of the holster in some versions of the weapon. The H&K VP-70z is in production and is available from Heckler and Koch.

Q Evaluation: *007 used this weapon on occasion. His report indicated the weapon was a bit heavy, and so we came up with another pistol for him. I regard the VP-70z as a most superior weapon, one which more than compensates with performance for any inconvenience caused by its weight. I am currently trying out new methods to reduce the weight of this fine pistol. -Q*

Game Information: The second line of the weapon statistics is for the VP-70z when it is fitted with a shoulder stock and firing automatic bursts. Where there is only one line, the values are identical for both versions of the weapon.

PM	S/R	AMMO	DC	CLOSE	LONG
+1	3	18	F	0-4	12-20
	6		I	0-10	30-50
CON	JAM	DRAW	RL	COST	
-1	99	+1	1	275	
+3		-1			

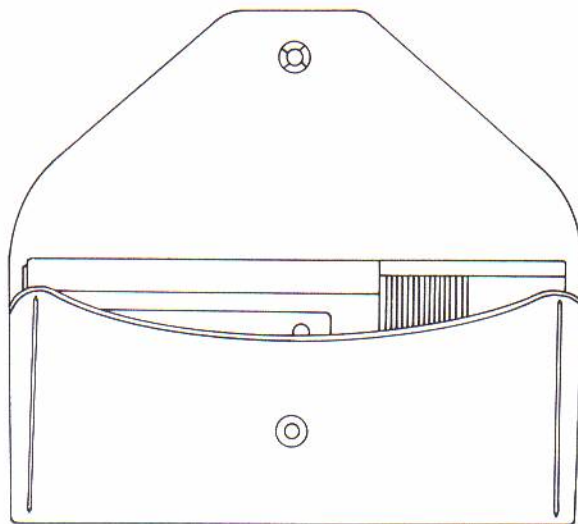
PISTOLS

Llama .32 Double Shot Sunglasses

This weapon is made by Gabilondo y Cia., of Vitoria, Spain. It looks like a miniature shotgun or an old fashioned Derringer. The pistol fits into a sunglasses case similar to cases produced by major manufacturers. Some of the versions are equipped with mechanical triggers, others with electrical triggers requiring virtually no pull. The pistol can be fired while still in its case.

Q Evaluation: *The weapon is very difficult to detect until it is used. I was on assignment on the French Riviera when I encountered a lady who was quite willing to make me aware of the Llama's presence. Fortunately, her enthusiasm was keener than her aim; once the weapon had fired, its disadvantages became apparent, and the situation was quickly put to right. The Llama .32 double shot is for persons who have greater faith in skullduggery than in skill. I believe the American CIA uses them. -Capt. Michael Roberts*

Game Information: The Llama .32 can be detected in its case on an EF 1 PER roll.



PM	S/R	AMMO	DC	CLOSE	LONG
0	2	2	E	0-3	9-13
CON	JAM	DRAW	RL	COST	
na	99	0	3	300	

PISTOLS

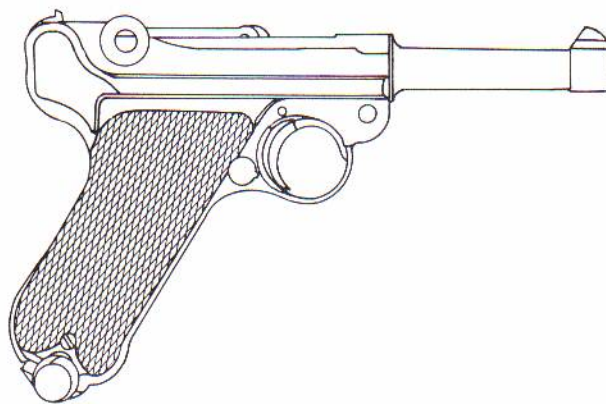
Luger Parabellum P08

Arguably the most famous of all automatic pistols, the Luger was first adopted as a military sidearm by the Swiss Army. It was produced in large quantities from 1908 until 1942, when production was halted completely. The Luger operates on a version of the short recoil system, with a series of joints ejecting the spent case in an action analogous to the curling of a finger.

The 9mm Parabellum version of the Luger has a very high muzzle velocity. Some Lugers were adapted into a drum-fed (32-round) version with a rifle stock. While there are few original Lugers left on the open market, there are several replicas available which are essentially identical in performance to the original.

Q Evaluation: *A somewhat overrated pistol which the Germans replaced with the Walther P38. The weapon's sinister reputation has led to its use in many criminal organizations, mostly by those who hold some position of authority over the usual sort of thugs. -Q*

Game Information: In the rifle stock configuration, the Luger could fire automatic bursts, and should be considered as an Uzi with the exception of Long range (which should be 24-36), and it requires seven Rounds to reload the Luger snail drum.



PM	S/R	AMMO	DC	CLOSE	LONG
0	2	8	F	0-4	12-18
CON	JAM	DRAW	RL	COST	
0	99	0	2	150	

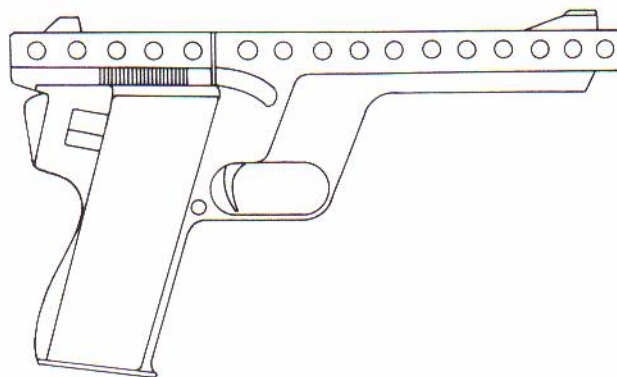
PISTOLS

MBA Gyrojet Rocket Pistol

An experimental weapon of the 1950's, very few of these weapons remain today. The Gyrojet fires 13mm miniature rockets. The kinetic energy of one rocket round is tremendous. The weapon's rate of fire is slow and its accuracy poor. A good pistol should place a group of five shots within a three-inch circle when fired from a distance of 15 yards; from the same distance, the Gyrojet has a spread of more than 10 inches.

Q Evaluation: *We have only two of these weapons in our stock, both of which are used strictly for testing. Our second Gyrojet Pistol was in fact delivered to us from 007, who said he had obtained it from someone named Kapustin. It was wholly remarkable of 007 to deliver an item to us unbidden, and quite astounding to discover it was in good working order. -Q*

Game Information: The EF Modifier for firing at Long Range still applies, but the Damage Class is actually *increased* by one at Long Range due to the nature of the rocket projectile.



PM	S/R	AMMO	DC	CLOSE	LONG
-3	1	5	I	0-5	15-25
CON	JAM	DRAW	RL	COST	
+3	96-99	-2	2	600	

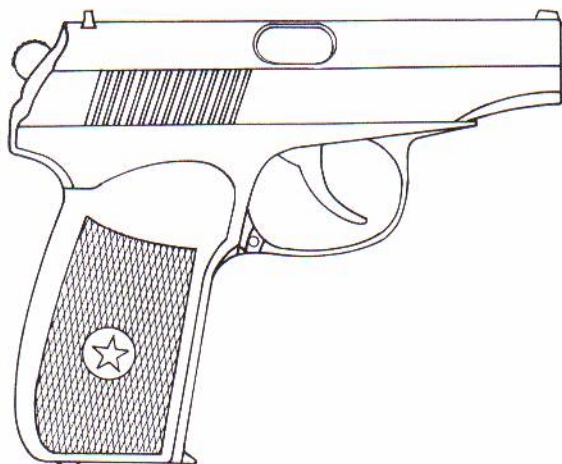
PISTOLS

Marakov 9mm Pistol

The standard Soviet police sidearm, the Marakov is used by many of the border police in East Berlin, as well as in other Warsaw Pact nations. It uses the Soviet 9mm×18 cartridge, reliable but slightly underpowered. The weapon is manufactured in other nations as well as the USSR. The different versions have different markings as follows. Soviet Union: "Pistolet Marakov" or "PM" markings on the barrel; a five-pointed star on the grip; a lanyard loop at the heel of the pistol grip. East Germany: "Pistole M" markings on the barrel. People's Republic of China: "59 SH1" receiver markings.

Q Evaluation: *This is the sidearm we use as a standard for comparison when we are considering procurement of a pistol. Q Branch tests and selects those pistols which have a significant advantage in at least one weapon statistic over the Marakov. We maintain a small stock of these pistols for testing and training purposes. -Q*

Game Information: The GM may optionally include the effect of the underpowered cartridge by applying a +1 EF modifier to all Pain Resistance rolls for any character hit.



PM	S/R	AMMO	DC	CLOSE	LONG
0	2	8	F	0-3	10-18
CON	JAM	DRAW	RL	COST	
0	99	0	1	150	

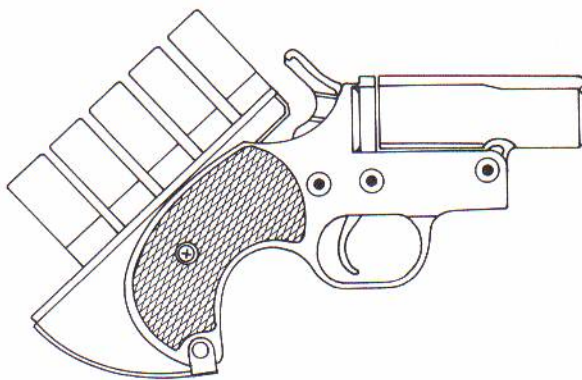
PISTOLS

Olin Flarepistol

This is not intended for use as a weapon, but may be used as such if the issue is sufficiently pressing. The Olin is ideal for lighting inflammable objects from a distance, as well as for signalling friendly search vehicles.

Q Evaluation: *The Olin is standard issue aboard all surface watercraft from Q Branch. We have found that regardless of how rugged we make our electronic devices, our agents will find a way to render them inoperative. They seem to take a bit more care of their weapons; thus, by installing a signalling device which is also a weapon, we increase the chances of recovering our agents. -Q*

Game Information: The flare is treated as an area weapon for damage determination.



PM	S/R	AMMO	DC	CLOSE	LONG
-1	1	1	I	0-5	50-70
CON	JAM	DRAW	RL	COST	
+2	98-99	-1	2	180	

PISTOLS

Q Branch Multi-Calibre Pistol

An interesting solution to the problem of varying ammunition types which an agent might wish to use, or perhaps be forced to use in the course of a mission. The design apparently was inspired by a 1945 or 1937 Czech .25 pistol. The Czech pistol was double action only, with no safety, and it had interchangeable barrels — all features shared by the Multi-Calibre Pistol. Three barrels come with the pistol: one for Soviet 9mm×18 pistol ammunition; one for 7.65mm; and a third for 9mm European ammunition. The barrels lock into the frame in a way similar to the system of the 1910 Browning 9mm pistol. The pistol has the facility to carry an extra round in the chamber.

Q Evaluation: *A weapon of which I am rather proud. We cannot produce a great quantity of these weapons, as they are quite labor intensive. Captain Roberts used one of these rather extensively during his time as field operative, and 004 managed to lose two of the pistols on consecutive missions. No other organization has produced a similar pistol, although I understand TAROT is attempting the task. -Q*

Game Information: While the Multi-Calibre Pistol exhibits some variation in muzzle energy with different calibres, the figures are close enough for a single Damage Class to suffice for the weapon. It requires seven Action Rounds to interchange the barrels of the Multi-Calibre Pistol.



PM	S/R	AMMO	DC	CLOSE	LONG
0	2	7	E	0-3	8-16
CON	JAM	DRAW	RL	COST	
-1	98-99	0	1	?	

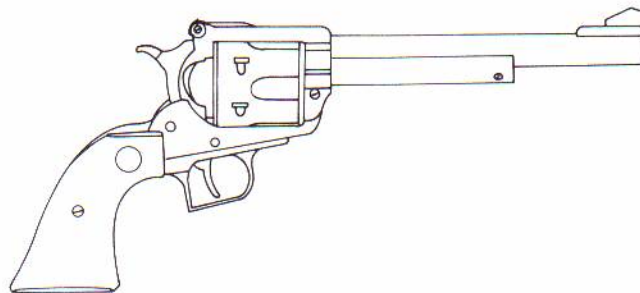
PISTOLS

Ruger Super Blackhawk .44 Magnum

The .44 Magnum cartridge is the most powerful handgun ammunition in the world. The Ruger Super Blackhawk fires quite smoothly, given the power of the ammunition. This pistol is often used in an anti-vehicle role by law enforcement agencies.

There are two models of the Super Blackhawk, one made from 1959 until 1972, and the other (appropriately known as the New Model Super Blackhawk) was first produced in 1973 and is still being made. Both models weigh the same, have the same overall and barrel lengths, have the same cylinder capacity, and fire the same ammunition. The differences are in the sights and in the firing mechanism, although both are single action pistols.

Q Evaluation: *Probably the most reliable of the .44 Magnum pistols. Commander Bond has kept this weapon in the glove compartment of many of the cars he has driven ever since he joined M.I.6. I believe he has such a weapon in the car he now drives, although 007 has not let me see the inside of his vehicle. -Q*



PM	S/R	AMMO	DC	CLOSE	LONG
0	1	6	I	0-4	12-18
CON	JAM	DRAW	RL	COST	
+2	98-99	-1	3	150	



PM	S/R	AMMO	DC	CLOSE	LONG
+2	3	10	D	0-8	30-50
CON	JAM	DRAW	RL	COST	
+1	99	0	2	120	

PISTOLS

Ruger T-512

A target pistol which enjoys some popularity as an assassin's sidearm of choice. The Ruger uses .22 calibre long rifle ammunition, a choice which substitutes accuracy for stopping power. The T-512's trigger pull of three pounds is considerably less than most other pistols. The Ruger T-512 is often equipped with Sile target grips, further contributing to the weapon's greater accuracy.

Q Evaluation: *Too large to be carried discretely on one's person. A deadly firearm even considering its weak ammunition. We are currently investigating the possibilities of a variation on the attache case used by 007 when he went after the Lektor cipher machine. This variation would include the T-512 rather than the AR-7 rifle in order to make room for more electronic equipment. Our stock of T-512's is ample for projected future needs. -Q*

Game Information: GM's should be wary of arming NPC's with this weapon. Only special assassins or "00" rank enemy agents should be provided with this pistol.

PISTOLS

SIG-Sauer P230

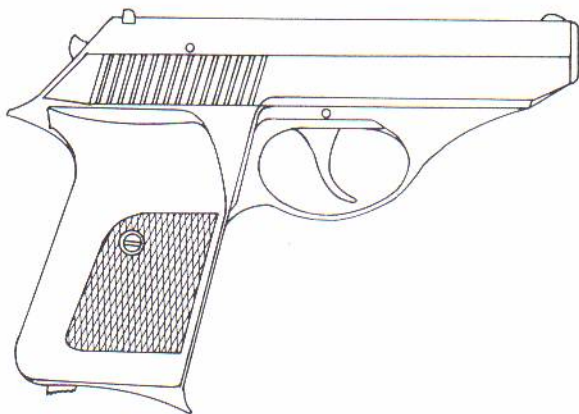
This reliable automatic pistol comes in a wide variety of calibres, including Q Branch versions which will accept 9×18mm cartridges used in the Soviet Marakov pistol. The CIA apparently has many of these weapons; several agents have exchanged their Walther PPK's for the P230.

The SIG-Sauer P230 is a well made weapon that is popular with agents who must operate in Eastern Bloc nations. An M.I.6 agent still on assignment in East Germany obtains all the ammunition needed for his modified P230 by posing as an inspector of local guard posts. He always takes ammunition samples to make certain they are not defective, sending a proper looking report a few weeks later assuring the guards of the quality of their ammunition.

Q Evaluation: *The SIG-Sauer tested as slightly more accurate than the H&K VP-70z at longer ranges, but peculiarly was not as accurate at the closer ranges most associated with the distances our agents could be expected to shoot. 005 uses this weapon by preference. Our stock is a little low, and should be increased as funds permit, especially as our need for the Marakov versions increases. -Q*

Game Information: The statistics given are for the 9×19 Parabellum cartridge or the 9×18 Marakov cartridge. The .22LR cartridge gives the P230 a DC of D and an Ammo Rating of 10. The 7.65mm has a DC of E and an Ammo Rating of 8; the pistol can also carry a round in the chamber.

The proliferation of calibres available does not mean any one pistol can be used with all of these calibres. Each calibre requires a different version of the pistol.



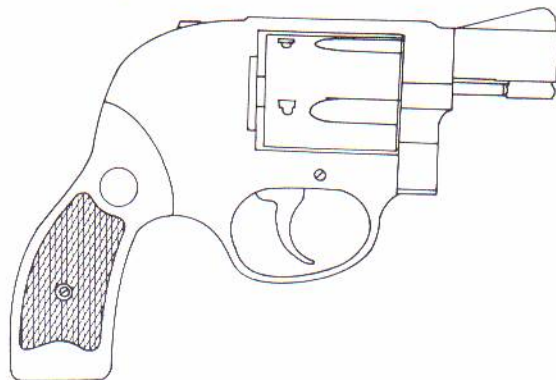
PM	S/R	AMMO	DC	CLOSE	LONG
0	3	7	F	0-5	14-24
CON	JAM	DRAW	RL	COST	
-1	99	0	1	225	

PISTOLS

Smith & Wesson Model 42 Centennial Airweight

The Centennial Airweight is a hammerless pistol, which means its hammer is shrouded within the frame of the pistol so there are no rough edges to interfere with a smooth draw. With an overall length of about six inches, weighing just 13 ounces, the Airweight is a good covert weapon. The Centennial Airweight uses the .38 Special cartridge. Manufactured from 1934 until 1974, the pistol is still available on the gun trader's market.

Q Evaluation: *At the time of 007's encounter with Dr. No, I was asked to recommend a new pistol for him. After a great deal of testing and a good bit of consideration, the consensus of Q Branch was for two weapons: the Walther PPK 7.65mm and the Centennial Airweight. Commander Bond wisely chose the Walther, but he would have done well had he chosen the Airweight. Our stock of these weapons is good, but not unlimited. -Q*



PM	S/R	AMMO	DC	CLOSE	LONG
0	2	5	F	0-3	8-18
CON	JAM	DRAW	RL	COST	
-1	99	+1	2	250	

PISTOLS

Smith & Wesson .38 Model 10

A typical American law enforcement sidearm, the S&W Model 10 is meant to be worn in a holster, never as a concealed weapon. Reliable with respectable stopping power, the Model 10 is an adequate firearm which is little trouble to maintain. The pistol is a double action revolver, and is slightly less accurate than its six-inch barrel might indicate. This pistol is currently in production and is available commercially.

Q Evaluation: *A good pistol, if not an outstanding one. Q Branch does not use the Model 10; it is, however, popular with many private security firms in North America and elsewhere. -Q*

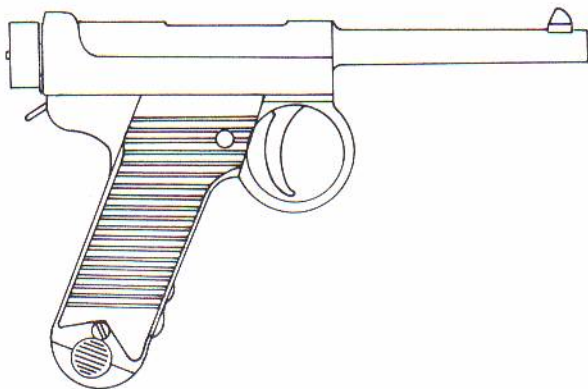
PISTOLS

Taisho 14

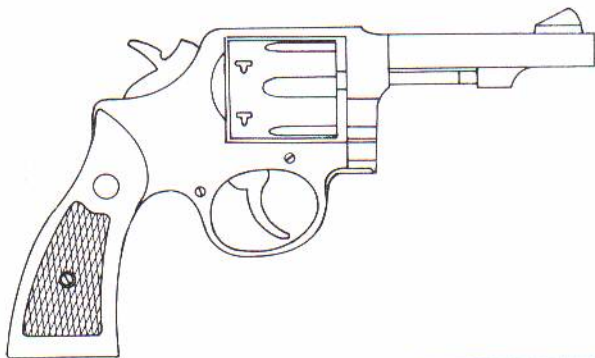
This Japanese pistol was introduced in 1909, but was not much of a success until 1925 when it was reintroduced as the 14 Year model. This weapon became the standard sidearm of Japanese armed forces during World War II. The trigger guard was sometimes large enough to use with gloves. The pistol uses an unusual calibre, the 8mm Nambu.

Q Evaluation: *A pistol which tested well against the Walther PPK, but rejected due to its heavier trigger pull and bulkier shape. 003, shot when trying to draw the weapon, would still be an active agent had he been using the easier drawing Walther PPK at the time. -Q*

Game Information: This weapon is a status symbol for the TAROT leaders in the Far East.



PM	S/R	AMMO	DC	CLOSE	LONG
+1	2	8	E	0-3	11-17
CON	JAM	DRAW	RL	COST	
+1	99	-1	1	150	



PM	S/R	AMMO	DC	CLOSE	LONG
0	2	6	F	0-4	12-20
CON	JAM	DRAW	RL	COST	
+1	na	0	3	80	

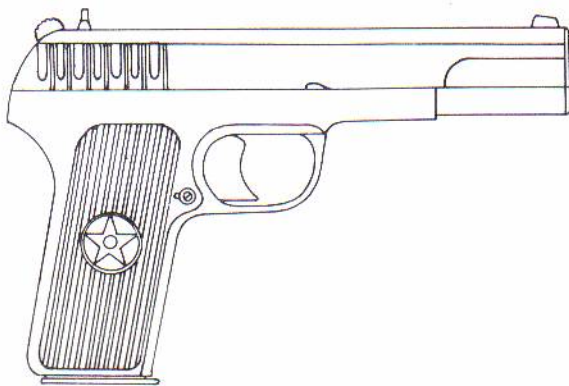
PISTOLS

Tula-Tokarev 1930

A potent 7.62mm pistol based on the Browning 9mm and the Colt Model 45, it in turn provided inspiration for the Browning High Power 1935. Named after its designer (Tokarev), this pistol was manufactured in the Soviet Union for many years. Warsaw Pact nations continue its manufacture. The weapon's principal disadvantage is its high powered 7.62mm cartridge, the muzzle velocity of which is high enough to reduce the pistol's accuracy. The Tokarev is still in use with security forces around the world.

Q Evaluation: *We found that sufficient training with the Tokarev could compensate for the pistol's apparent inaccuracy, which is really a problem of properly bracing the weapon. All agents train with this weapon. 005 has trained himself extensively in its use. Our stock is at a low point. Suggestions of increasing our available number of Tokarevs have been put aside for the time being. -Q*

Game Information: The Tokarev cannot use a silencer. Characters using the Tokarev as their only pistol can ignore the PM of the pistol upon achieving Skill Level 5. A +1 EF modifier is applied whenever the Tokarev's great muzzle energy is applied to shooting at vehicles.



PM	S/R	AMMO	DC	CLOSE	LONG
-1	2	8	G	0-3	7-20
CON	JAM	DRAW	RL	COST	
0	98-99	0	2	150	

PISTOLS

Walther P-38 and P-38K

The P-38 is a venerable weapon which served clandestine operatives well in World War II and remains in use today. It first saw service with the German Army, where it was introduced as the official replacement for the Luger PO8 Parabellum. Both the P-38 and the P-38K are double action semi-automatics, which means the primer is struck twice if necessary. This will usually ignite even defective primer. This is an important consideration for agents working in areas where available ammunition is likely to be defective, old, or not precisely the 9mm ammunition for which the pistol was designed.

Both the 38 and the 38K have the facility to safely carry an additional round of ammunition in the chamber.

Q Evaluation: *Another fine pistol from the Waffenfabrik Walther. We no longer have the P-38 in stock, but the armoury has a good number of P-38K's. 004 carried a P-38K when most other agents were carrying the PPK's; I therefore thought it wise to gather quite a few in reserve. -Q*

Game Information: Should a P-38 or P-38K jam or misfire, roll again. The second roll is treated as the Firing dice result. A result no better than a Quality Rating 3 may occur on the second result. If a QR 1 or 2 is rolled, treat the roll as a QR 3 result. The top row of the Weapon Statistics is for the P-38, and the second row the P-38K.

PM	S/R	AMMO	DC	CLOSE	LONG
0	2	8	G	0-5	12-22
0	2	8	F	0-3	8-16
CON	JAM	DRAW	RL	COST	
0	99	0	1	275	
-2	99	+1	1	275	

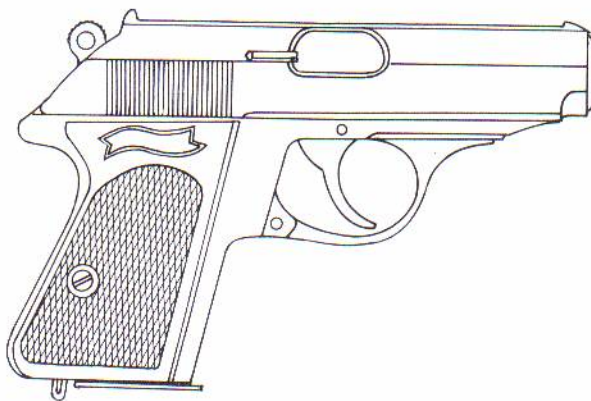
PISTOLS

Walther PPK 7.65mm

The weapon most associated with James Bond, "It has a delivery like a brick through a plate glass window." This automatic pistol was withdrawn from the service following an unfortunate incident on 20 March 1974, during which Inspector James Benton's Walther jammed as he attempted to return fire upon an assailant. As said assailant was attempting to abduct Princess Anne and her husband, Captain Mark Phillips, the incident drew a great deal of publicity. The Walther was withdrawn from service as a result.

The PPK (which stands for Polizei Pistole Kriminal) was designed as an easily concealed weapon with few rough edges to interfere with drawing. Experience has shown the Walther PPK to have been well designed in these respects. The PPK is still manufactured by Walther in Germany. It is not available in the USA, although an American licensed version (the PPK/S) is available over the counter.

Q Evaluation: *The Benton incident did much to malign a very fine weapon. While M.I.6 has new official sidearms, many of our agents continue to carry the Walther PPK. As the PPK combines the necessary attributes of speed, accuracy, and concealability, it is very hard to argue with their choice. -Q*



PM	S/R	AMMO	DC	CLOSE	LONG
+1	2	7	E	0-3	12-18
CON	JAM	DRAW	RL	COST	
-2	98-99	+1	1	150	

Rifles, Submachineguns, Shotguns



PM	S/R	AMMO	DC	CLOSE	LONG
+1	2 10	30	I L	0-20	50-90
CON	JAM	DRAW	RL	COST	
na	97-99	-3	2	600	

RIFLES, SUBMACHINEGUNS, SHOTGUNS

AKM

This weapon is the modernized version of the AK-47 automatic rifle designed by Mikhail Kalashnikov for the USSR. The new automatic weapon is similar to the AK-47, for much of the modernization was in the production of the rifle. The AKM weighs about two pounds less than the AK-47, the weight loss resulting in a rifle slightly less hardy than its forebear, but still a rugged weapon. It currently equips first-line units of the Warsaw Pact countries. The AKM is not available commercially, but it can be found on the black market in many countries.

Q Evaluation: *We train our agents to avoid confrontations with troops equipped with automatic rifles. There is not a pistol in anyone's arsenal to give a man an even chance against half competent conscripts armed with these. -Q*

Game Information: The split Damage Class and Rate of Fire are for single shot and burst rates, respectively.

RIFLES, SUBMACHINEGUNS, SHOTGUNS

AK-47

Standard infantry weapon for the Soviet Union for over 20 years. The improved version, the AKM, is the regulation assault rifle of Soviet forces. The AK-47 is in use with dozens of Soviet allies and trading partners. The salient feature of the AK-47 is its ability to take abuse and continue to operate.

The AK-47 uses a 7.62mm intermediate cartridge; this round is not interchangeable with the NATO 7.62mm cartridge. The rifle is built to be steady enough for continuous automatic fire, allowing accurate fire up to 330 yards. This range almost exactly coincides with the Soviet doctrine as to the maximum range of rifle fire, and it is likely that the weapon was developed in response to doctrine rather than the reverse.

Q Evaluation: *This weapon has killed more of our operatives than any other single weapon, a dark tribute to its lethality and its availability to hostile forces. -Q*

Game Information: Any repair attempts made on the AK-47 have a +4 EF modifier to reflect the ease with which the rifle can be made operational after damage. The first Damage Class is for single or spray fire, the second for burst fire at a single target. The split rates of fire are for single shot and burst rates, respectively. A GM should arm very few NPC's with these weapons unless players are warned well in advance of what they might encounter.



PM	S/R	AMMO	DC	CLOSE	LONG
0	2 10	30	I L	0-20	50-90
CON	JAM	DRAW	RL	COST	
na	97-99	-3	2	800	

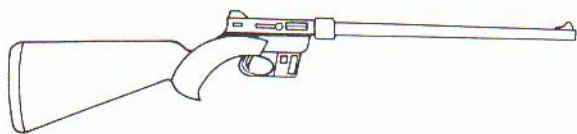
RIFLES, SUBMACHINEGUNS, SHOTGUNS

AR-7 Survival Rifle

This rugged rifle is meant to be a hunting survival arm for pilots who have been shot down and subsequently forced to parachute into non-friendly territory. It was not intended to be a main combat arm. The AR-7 fires the .22 long rifle ammunition in semi-automatic mode. The comparatively short barrel lessens the accuracy of the AR-7, but it is sufficiently accurate for the mission for which it was originally designed.

Q Evaluation: *We at M.I.6 adopted the arm because of its portability: the AR-7 weighs just 2.75 pounds and its magazine, barrel, and receiver will store in the butt stock of the rifle. This last feature allowed us to build the weapon into an attache case which 007 used in the mission informally known as "From Russia with Love." -Q*

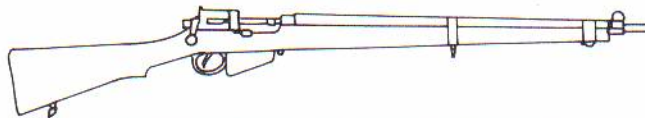
Game Information: The Concealment rating assumes the rifle is stored in its stock. It takes a minute to disassemble or reassemble the AR-7.



PM	S/R	AMMO	DC	CLOSE	LONG
+1	2	8	E	0-20	50-100
CON	JAM	DRAW	RL	COST	
÷3	99	-2	2	200	

RIFLES, SUBMACHINEGUNS, SHOTGUNS

British Number 4 Rifle



PM	S/R	AMMO	DC	CLOSE	LONG
+2	½	10	I	0-50	120-200
CON	JAM	DRAW	RL	COST	
na	99	-4	2	275	

This rifle, similar in capacity and appearance to the Lee-Enfield, was mass produced during the 1940's, mostly in Canada and the United States. The No. 4 Rifle can place a five-round group within a four-inch diameter circle at a range of 200 yards. The weapon is low on recoil, which contributes to its accuracy. The weapon is relatively easy to maintain, and is quite rugged.

The calibre of the rifle is .303. The No. 4 Rifle is a bolt action rifle with a 10-round box magazine. It weighs just over nine pounds. The sight is accurate up to ranges over 1200 yards, and selected specimens were used as sniper rifles.

Q Evaluation: *A fine rifle of which we have several excellent specimens. We rarely assign a Number 4 to an agent unless he gives us an outstanding reason; we use ours for research into bullet proof materials. Should an agent desperately want one, he could certainly find one. There are tens of thousands of serviceable Number 4's scattered throughout the regions which comprised the empire. -Q*

Game Information: The Number 4 rifle can fire a shot every other Action Round

RIFLES, SUBMACHINEGUNS, SHOTGUNS

Benelli Model 121 M1 Shotgun

A modern autoloading shotgun made in Italy, it is the sort of weapon favored by American SWAT teams (special police) and paramilitary units of many foreign nations. It has a seven-round magazine, which is generous by shotgun standards, and the Benelli is meant to have a round loaded into the firing chamber, for a total of eight 2.75 inch 12-gauge shells.

The Benelli is an accurate shotgun, able to place a five-shot group of slugs fired at 25 meters within a circle of less than three inches in diameter.

Q Evaluation: *The Benelli is not a weapon which Q Branch has in stock, but one with which we are acquainted. TAROT equips pairs of its agents with these weapons whenever it wants a more demonstrative killing than usual. -Q*



PM	S/R	AMMO	DC	CLOSE	LONG
+1	2	8	H	0-9	25-45
CON	JAM	DRAW	RL	COST	
na	99	-3	5	250	

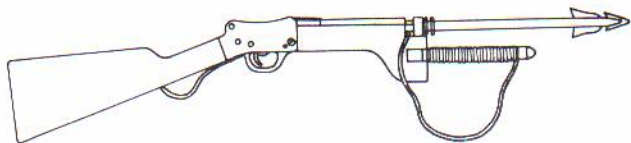
Greener Light Harpoon Gun

A British weapon made by W. W. Greener in Birmingham, England, the Greener is meant for use in hunting. The Light Harpoon Gun fires a projectile known as the Number 1 Harpoon, powered by a .38 Special cartridge. Normally there is a wire attached to the harpoon for retrieval of the target once it has been shot.

The tip of the harpoon has expanding barbs that spread to five times the diameter of the harpoon once the projectile has hit its target. The one-pound harpoon is released with an impressive 2720 foot/pounds of energy.

Q Evaluation: *A weapon which is so clumsy as to be ludicrous...in the hands of TAROT it is terrifying instead. The Greener Harpoon Gun is used to dispose of those members of TAROT whom the leadership believe have become traitors to the organization. On occasion it is used to rid TAROT of particularly bothersome opponents. 004 nearly ended his service in this manner. -Q*

Game Information: This weapon should not be used against players unless they are "00" rank and have been the cause of many problems for TAROT.



PM	S/R	AMMO	DC	CLOSE	LONG
0	1	1	K	0-6	35-55
CON	JAM	DRAW	RL	COST	
na	99	-3	4	450	

Heckler and Koch G-11 Sniper Rifle

A weapon which may become the model for the standard Western infantry rifle of the next decade, the G-11 looks as though it were mated with its own carrying case. By firing Dynamit Nobel caseless ammunition, the rifle may be fired from any position without worry that hot brass casings hit the firer when ejected.

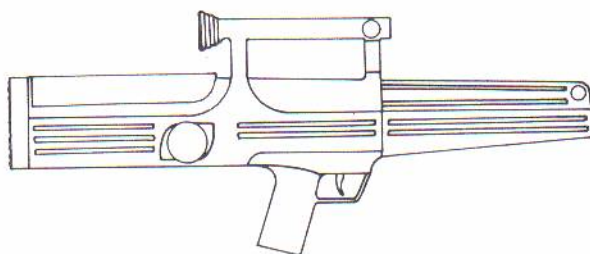
G-11 is reported to be very rugged, able to withstand any sort of mud, sand, slush, and grime without jamming. The rifle is easy to clean and maintain. The G-11 has special electronic aids to give the firer optimum target display during twilight hours.

Q Evaluation: *004 has given this rifle high marks in the field. His penchant for hanging upside down from a helicopter notwithstanding, the rifle does not divert an agent's attention with the worry of being scalded by spent ammunition... Suggest we increase our supply of the rifle. All G-11's procured are to have optional sights (for binocular vision) as standard equipment. -Q*

Game Information: The gun is designed for three-round bursts, reportedly insuring a hit on a target. As the G-11 has selective fire, there are three Damage Classes — for single shot, for the three-round burst, and for full automatic fire, respectively.

It requires one round to select the mode of fire for the G-11. The S/R represents the number of times the trigger can be pulled while aiming the G-11. Four pulls at full auto exhausts the ammunition supply for the weapon. The PM modifiers are for single shot, three-round burst, and full automatic, respectively. **Note:** G-11's should be used sparingly by a GM. While this weapon has been in use with the various Western intelligence agencies for some time, it is certainly not standard equipment, nor is it very subtle in its applications. Parenthesized Damage Classes are for spray fire.

PM	S/R	AMMO	DC	CLOSE	LONG
+1	2	50	G	0-25	60-100
+3	6		J(G)		
+3	12		L(J)		
CON	JAM	DRAW	RL	COST	
na	99	-3	4	1800	



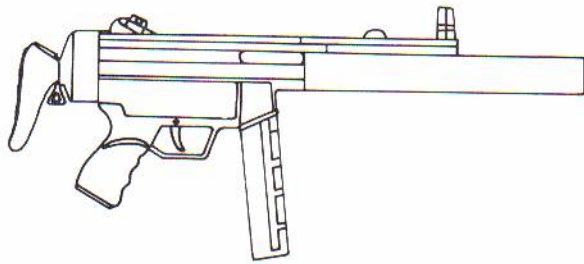
RIFLES, SUBMACHINEGUNS, SHOTGUNS

Heckler and Koch MP5 Submachinegun

The MP5 is currently the standard submachinegun of the British Special Air Service. There are many who will claim this is a better weapon than the respected Uzi, as it is lighter and reportedly more accurate, although not quite as rugged as the Uzi. The MP5 is superior for counter-intelligence work, for it is smaller than the Uzi and more easily concealed. Q Branch has developed an attache case that will not only conceal the MP5, but allows the weapon to be fired by manipulation of the handle of the attache case. The MP5 is currently being produced.

Q Evaluation: *Every agent who has used the MP5 has commented on its lack of rise during automatic fire. This made the MP5 our choice for attache case modification. The modification has been well received, although 006 commented that, after firing through the case, it was rather difficult to explain the large hole in his attache case to airport security personnel. -Q*

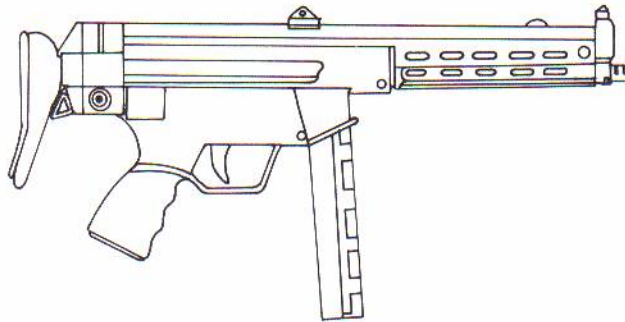
Game Information: The MP5 has a ratchet which sets its rate of burst to three, four, or five shots per burst. The following figures assume a three-round burst setting. S/R represents the number of bullets expended in a round, not the number of trigger pulls. If the firer is aiming at one target only, the DC is I; for spray fire, the Damage Class is F.



PM	S/R	AMMO	DC	CLOSE	LONG
0	6	30	I(F)	0-12	45-70
CON	JAM	DRAW	RL	COST	
+3	99	-2	1	275	

RIFLES, SUBMACHINEGUNS, SHOTGUNS

Heckler and Koch 53 Submachinegun



Classifying the H&K 53 as a submachinegun is slightly disingenuous. The cartridge used is the 5.56mm×45, the same cartridge as is fired from the M16, which is classified as a full automatic rifle. The length of the barrel is the main justification for naming the H&K 53 a submachinegun; it is a bit short to allow the bullet to achieve maximum velocity.

As is expected from Heckler and Koch, the weapon is well made and well finished. The H&K 53 has proven to be a popular export item.

Q Evaluation: *While on assignment in Latin America, 005 had occasion to run across several locals armed with the H&K 53. He managed to escape despite wounds, but had to be fished from a river by a contact of his. He spent better than three weeks on the mend, and is still not ready for the field. As far as our section is concerned, Heckler and Koch should have been content to manufacture VP-70z's. -Q*

Game Information: The H&K 53 could be available to any security forces characters might encounter. The H&K 53 should be the deadliest weapon used with any frequency against the characters. Even so, it should not be used against rookie rank characters. Note that the DC in parentheses is used for spray fire.

PM	S/R	AMMO	DC	CLOSE	LONG
0	8	40	K(H)	0-15	60-100
CON	JAM	DRAW	RL	COST	
+5	98-99	-2	2	225	

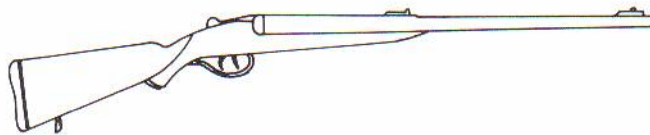
RIFLES, SUBMACHINEGUNS, SHOTGUNS

Holland and Holland Royal Double Rifle

A true elephant gun, the Royal Double Rifle is double barreled, and fires a special .465 calibre Magnum cartridge. The most powerful rifle in the world, the H&H Royal Double Rifle is made with select pieces of French walnut and other extraordinarily fine woods. Models of the Royal Double Rifle exist from the pre-war era, and it is still manufactured today.

Q Evaluation: *A truly fine sporting rifle which has fallen into the hands of some notoriously poor sportsmen. The most famous example is Sir Hugo Drax. Drax has been known to use the Holland and Holland on persons unfortunately skilled enough to defeat Drax in shooting competitions. -Q*

Game Information: The weapon is used only by those villains of aristocratic background or demeanor. Common punks would never lay hands on such a rifle.



PM	S/R	AMMO	DC	CLOSE	LONG
0	1	2	L	0-40	150-250
CON	JAM	DRAW	RL	COST	
na	99	-4	1	11,000	

RIFLES, SUBMACHINEGUNS, SHOTGUNS

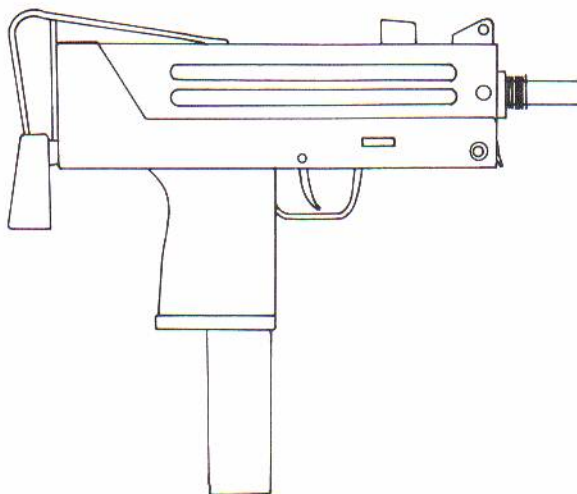
Ingram M10 and M11 Submachineguns

These very similar weapons are not only the easiest submachineguns to conceal, but are easily fitted with silencers as well. With the cocking handle on top of the weapon, the Ingrams are as convenient for left handed users as for right handed ones.

The important difference is in the ammunition for which each weapon was designed: .45 calibre for the M10 and 9mm Parabellum for the M11.

Q Evaluation: *The most common automatic weapon with which our opponents arm themselves. Not as powerful as the H&K 53, nor as accurate as the MP5, not as rugged as the Uzi, the Ingrams come in second to all of these weapons. They are readily available, inexpensive, and easily concealed, the last being important for illegal operations. I believe even Jaws bypassed a chance to use his teeth in favor of an Ingram while pursuing 007 in South America. -Q*

Game Information: The Damage Classes in parentheses are for spray fire, the rating for the M10 on the left of the slash and the rating for the M11 on the right. The Ingrams should be the most common automatic weapons given to the soldiers and guards opposing characters.



PM	S/R	AMMO	DC	CLOSE	LONG
0	10	30	I(G/F)	0-6	25-50
CON	JAM	DRAW	RL	COST	
+2	95-99	-1	2	100	

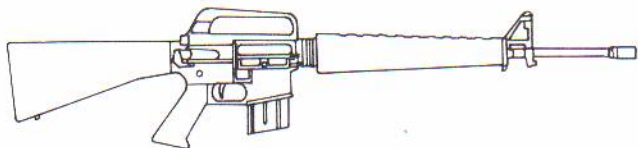
RIFLES, SUBMACHINEGUNS, SHOTGUNS

M-16

The M-16 is a very light weapon; at 6.35 pounds, it is 33 percent lighter than the AK-47. Using a high velocity 5.56mm cartridge, the M-16 is a good weapon for jungle warfare and a wise choice for smaller soldiers. The M-16 is capable of selective fire; it can fire single shots, bursts, or full automatic. Its simple method of operation has the drawback of requiring regular cleaning to keep the rifle operational.

Q Evaluation: *While serving in Borneo, I had the opportunity to use the M-16. It was lighter than the FN FAL rifle I had been using, and I had less problem with accurate automatic fire with the M-16. I found the M-16 had an undesirable trait of fouling the bolt mechanism with its own gases. This led to a jamming incident in the midst of a fierce firefight. Such an incident may have convinced others to clean their weapon more frequently; it convinced me to retrieve my FN FAL. -Capt. Michael Roberts*

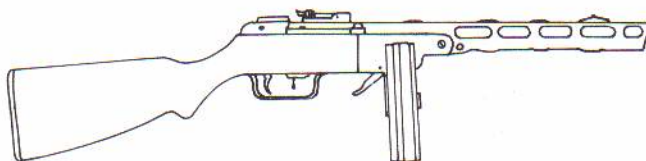
Game Information: The first DC rating is for single shots or spray fire. The second rating is for burst fire at a single target. Should a character choose to fire an M-16 on full automatic, a +3 EF modifier is applied to the Fire Combat roll, damage is calculated as for spray fire, and the rifle has expended all the ammunition in its magazine. At least 20 rounds must be left in a magazine to attempt full automatic fire. **Note:** If the rifle has not been cleaned recently, the GM is allowed to increase the Jam Percentage up to 85-99.



PM	S/R	AMMO	DC	CLOSE	LONG
0	2	30	I	0-15	40-70
	10		L		
CON	JAM	DRAW	RL	COST	
na	95-99	-3	2	150	

RIFLES, SUBMACHINEGUNS, SHOTGUNS

PPSh41g Submachinegun



PM	S/R	AMMO	DC	CLOSE	LONG
0	2	35	G	0-9	50-75
	7		J		
CON	JAM	DRAW	RL	COST	
na	96-99	-2	3	200	

Archetypical Soviet submachinegun, a weapon meant to be easily produced, maintained, and used with a minimum of training. Many nations receiving arms from the Soviet Union have the PPSH41g or produce their own version of it. Some versions of the weapon are not equipped for selective fire and fire bursts only.

Unlike many submachineguns that fire ammunition essentially the same as autoloading pistol ammunition, the PPSH41g fires a more powerful round, the Tokarev 7.62mm×25. The cartridge is an intermediate point between pistol and rifle ammunition, perhaps the truest submachinegun ammunition yet manufactured. The box magazine arrangement is somewhat slow to reload.

Q Evaluation: *The finish is inferior, and the magazine arrangement is susceptible to dirt. These are the only real flaws in a time tested design. Most of our opponents have replaced the PPSH41g with either the Ingram or the Uzi, a decision with which we are well pleased. -Q*

Game Information: The first line is for spray fire or single shot; the second line specifies burst S/R rate, and specifies the applicable DC when firing automatic fire at a single target.

RIFLES, SUBMACHINEGUNS, SHOTGUNS

Uzi

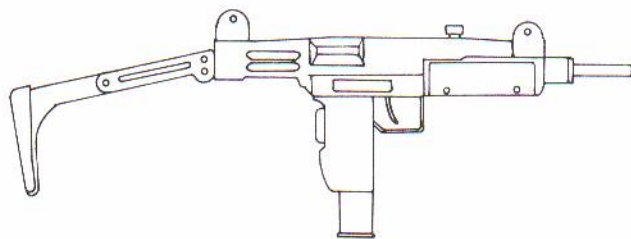
In 1948, the State of Israel was formed. The day after the nation was formed, it was attacked by its neighbors. This war convinced the leaders of Israel of the need for a weapon with which to arm all her armed forces, one which could be produced in mass quantities by Israel. In 1950, Major Uziel Gal had designed such a weapon and, since that time, the Uzi has become the most successful submachinegun design in the Western world.

The Uzi works on the blowback principle; the rearward movement of the cartridge case supplies the energy for the Uzi's firing cycle. The Uzi can fire single rounds or bursts. The point of balance on the Uzi is such that it can be fired one-handed if necessary. The Uzi is available commercially.

Q Evaluation: *I have rigourously tested the Uzi in the laboratory, and 006 has returned with extremely good reports of the Uzi's operation in the field. While I believe the Heckler and Koch MP5 to be a marginally better weapon for clandestine operations, I can think of no other submachinegun design which has performed as reliably for so long as the Uzi. 006 mentioned an incident where his Uzi jammed in a raid on a TAROT installation. In desperation, he used the Uzi as a club, striking the nearest guard. He then attempted to bluff the remaining guards into surrender; the attempt failed, and the guards drew their weapons. Pure reflex had 006 pull the trigger, whereupon the Uzi fired. The single blow had worked the jammed mechanism loose. -Q*

Game Information: The first line is for spray fire or single shots from the Uzi, and the second specifies burst S/R rate, and specifies the applicable DC for automatic fire at a single target.

Note: If the Uzi is fired one-handed, a -1 EF modifier is applied to the attempt. Due to its rugged nature and simple construction, any attempt to repair the Uzi has a +3 EF modifier applied to the Fire Combat roll when clearing a Jam result.



PM	S/R	AMMO	DC	CLOSE	LONG
0	2	32	F	0-10	40-60
	8		I		
CON	JAM	DRAW	RL	COST	
+5	96-99	-2	2	200	

Miscellaneous Modern Weapons

MISCELLANEOUS MODERN WEAPONS

Air-to-Air Missiles

There are three types of air-to-air missiles, distinguished by the each missile's guidance type: infrared, radar homing, and operator guidance.

Infrared guidance, or "heat seeking," missiles must be fired directly at the heat source for the guidance to be effective. These weapons are effective only against jet aircraft.

Radar homing missiles follow a path generated by radar tracking devices in the firing aircraft. The radar must continue to track the target while the missile homes on the target aircraft.

Operator guided missiles are the most inaccurate. The operator must keep the target in sight at all times or the missile will miss.

Q Evaluation: *While working on the Wallis Autogyro, we decided that a more effective means of air defense than .30 calibre machineguns would be most useful. 004 was our test pilot on our first trial flight. The missiles performed well, but we had neglected to adequately protect the pilot from their backblast; this annoyed 004 greatly, and our relationship has been rather cool ever since. We had all the bugs worked out by the time we delivered the vehicle to Japan for use by 007. -Q*

Game Information: Speed is given in Game Inches per Round. Guided missile launchers can launch one missile per Action Round. All missiles inflict Area Damage. Operator guided missiles have a Performance Modifier of 0.



PM	RANGE	SPEED	DC
+2	3000	600	K

MISCELLANEOUS MODERN WEAPONS

Air Mines

Little Nellie, the Wallis Autogyro, carried 50 of these bomblets. They have a delayed timer fuse which detonates the mines within 10 seconds after they are released. They are deployed with parachutes to keep them airborne for the duration of the fuse. All the mines are dropped at once.

Q Evaluation: *The air mines were not all we had hoped they might be as a means of air defense. Looking back I see our trying to develop them at all as being a response to budgetary constraints. We have a good supply of the mines; we have fewer ideas on how to use them. 007 managed to save a good deal of Branch pride with his effective use of the weapons, and his efforts allowed us greater freedom to attempt realization of mildly peculiar sounding schemes. -Q*

Game Information: The mines do Area Damage Class J. The QR of the attack depends on a roll of a D6; 1 indicates that mines have detonated in the first Action Round of deployment for a QR of 1; 2-3 indicates they exploded in the second Action Round for a QR of 3; 4-6 indicates detonation in the third Round for a QR of 4.

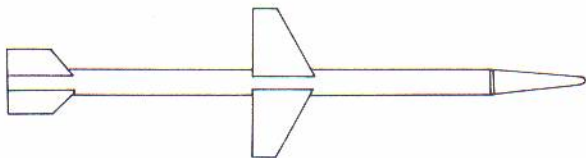
MISCELLANEOUS MODERN WEAPONS

Blowpipe Air Defense Missile

A one-man air defense missile with a disposable launch tube and re-usable launching and guidance units. The missile itself is about four feet long and weighs a surprisingly slight 28 pounds. The missile is guided by radio command, and is tracked optically. The top speed of the missile is about 500 miles per hour.

Q Evaluation: *I was amazed to hear 007 had outmaneuvered a Blowpipe missile while on his latest jaunt in South America. Granting the Acrostar is an agile aircraft and 007 a fine pilot, the Blowpipe still had an excellent chance of scoring a fatal hit. Commander Bond seems to have been lucky once again. -Q*

Game Information: Range and Speed are given in Game Inches. The weapon does Area Damage.



PM	RANGE	SPEED	DC
0	1600	120	L

MISCELLANEOUS MODERN WEAPONS

Bofors Anti-Aircraft Gun

The Bofors is a 40mm anti-aircraft gun which can be equipped with radar-directed aiming equipment or electronically enhanced optical sights. The gun can fire either single rounds or, on automatic, can fire at the rate assumed in the weapon statistics.

The Bofors requires a crew of three to maintain continuous operation of the weapon.

Q Evaluation: *007 used the Bofors 40mm to destroy the helicopter carrying Jack Spang and his diamonds. The Bofors would be a bit of overkill against something as fragile as a low flying commercial helicopter. I suppose Commander Bond was not in a sporting mind at the time. -Q*

Game Information: The Bofors is an Area Damage weapon. If the Bofors has radar-directed aiming, the PM is +2. **Note:** A GM would certainly be wise to allow use of the Bofors only in special situations requiring some sort of air defense weapon, as it is far too lethal a weapon to be allowed use in an anti-personnel role, by either the agents of M.I.6 or their opponents.

When crewed by two, the weapon can be used only one Round out of every three; this restriction assumes that one person is constantly aiming while the other is loading and correcting the gun elevation and angle. One person can do no more than fire what shells are loaded (usually six) at the weapon's current aiming point.

PM	S/R	AMMO	DC	CLOSE	LONG
0	6	400	K	0-250	600-1000
CON	JAM	DRAW	RL	COST	
na	98-99	-6	na	85,000	

MISCELLANEOUS MODERN WEAPONS

Button Bomblets

These aspirin-sized mines are designed to make noises when stepped upon rather than cause any real damage. The noise generated by a button bomblet can be heard up to 300 feet away. Button bomblets and acoustical sensors were an integral part of the McNamara line in Vietnam, a partially successful attempt to monitor Viet Cong infiltration into the south of that nation.

Q Evaluation: *Rather clever way of simultaneously monitoring and discouraging traffic through a region. We do not use the devices as we do not patrol large areas.... 004 has made use of captured button bomblets to rig a diversion to draw the attention and fire of the guards of a TAROT installation. TAROT still uses these explosives in great numbers. -Q*

Game Information: Button bomblets detonate immediately upon contact with a force or weight greater than 20 pounds. They do Damage Class A; the Primary Chance of a bomblet is 6, and almost all "attacks" will have an EF 5 unless there is an extraordinary reason to apply an EF modifier.

MISCELLANEOUS MODERN WEAPONS

Gravel Mines

A flat three-inch square cloth covered item, shaped like a piece of ravioli. Plastic pieces and black powder complete the package. Any pressure greater than 30 pounds will suffice to detonate the weapon. Letter bombs are essentially the same device, with a more pressure sensitive detonator.

Q Evaluation: *The only member of Q Branch to be murdered was killed by a letter bomb of this type in 1974. Wilkins was very clever, but none too thorough; his sloppiness would not have been fatal if it had not been for the malicious cowardice of another party. Security measures have been maintained at a significantly higher standard ever since this unfortunate incident. -Q*

Game Information: Gravel mines do Damage Class J when stepped on; the Primary Chance of a gravel mine doing damage is 20, and all attacks have an EF 5 unless there is an excellent reason for an EF modification. A character gets a Sixth Sense roll to avoid stepping on a gravel mine or to avoid opening a mined letter.

MISCELLANEOUS MODERN WEAPONS

Choate Plastic Letter Opener

Manufactured by the Choate Machine Tool Company, the letter opener is a high quality fiberglass-filled plastic knife. It is strong enough to be driven through plywood. Primarily a thrusting weapon, the letter opener can be given an edge for use as a slashing weapon.

The letter opener is about eight inches long. As it is made of plastic, the letter opener will not be discovered by metal detectors.

Q Evaluation: *006 was an advocate of this weapon as a backup to more conventional armaments. It handles well for a non-metallic blade, but it wears a bit faster than an ordinary knife. We consider it unfortunate that enemy organizations are also discovering the virtues of the letter opener. -Q*

Game Information: The Choate letter opener is subject to a -2 EF modifier whenever a character attempts to repair one which is damaged.



PM	S/R	AMMO	DC	CLOSE	LONG
0	na	na	+1	na	na
CON	JAM	DRAW	RL	COST	
-5	na	+1	na	25	

MISCELLANEOUS MODERN WEAPONS

Grenades**Fragmentation Grenades**

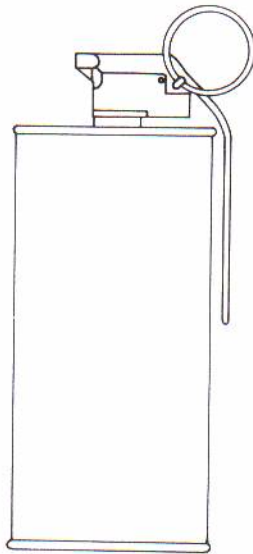
This is the most common type of grenade. These craggy ellipsoids weigh about a pound. Upon explosion, they send pieces of metal shrieking in all directions.

When a British infantryman throws a fragmentation grenade, it creates a small, virtually smokeless explosion. Any infantryman who attempted to pull the pin of a grenade with his teeth would likely release the pin only at the cost of extensive dental work.

Fragmentation grenades are often referred to as defensive grenades. They are almost always used by soldiers with adequate cover, because the range of the fragments hurled by the explosion is greater than the range it is possible to throw the grenade. They are therefore used by soldiers in defensive positions who throw them at attackers in the open.

Gas Grenade

These grenades weigh under eight ounces, consisting of a plastic sphere, a detonating fuse, and up to four ounces of pressurized chemical. They propagate gas in a manner similar to smoke grenades. The radius of effect depends largely on the winds and the sort of chemical within the grenade; for tear gas grenades used in riot control, the area of effect will be from 25 to 50 feet in radius, while other chemical agents may double that radius.

**High Explosive Stun Grenade**

A weapon which creates little smoke and even less fragmentation, high explosive stun grenades are often referred to as offensive grenades. Their blast radius is limited, damage being done by explosive concussion. These grenades are therefore suitable for soldiers who are attacking from the open.

Illumination Grenade

The standard infantryman rarely has these, and when he does they are rifle grenades, far too heavy to throw effectively. Q Branch has developed a smaller, shorter lived illumination grenade which is thrown from a high impact plastic device similar to a spear thrower. The grenade is tossed in a high arc; on detonation, small gas jets begin to spin the discus shaped grenade, giving it lift as well as illumination. The grenade can at least partially illuminate a circle 100 feet in diameter, the illumination lasting from 15 seconds to a minute.

Incendiary Grenade

These grenades contain white phosphorus. They weigh a pound and a half, and are shaped as smooth metal cylinders. When they explode, they spew flaming chemical throughout the blast radius. The white phosphorus continues to burn for one minute after detonation. The temperature at which the phosphorus burns is 280°C (536°F). The chemical will burn on water as well as on land. Incendiary grenades are used in commando operations where particularly tough opposition is anticipated.

Smoke Grenade

These grenades do no damage. Smoke grenades weigh a pound and a half, burning for two to three minutes after they have been thrown. They are used to obscure the vision of the enemy to allow friendly soldiers to move with less harassment from enemy fire. A single smoke grenade can obscure an area 80 feet in diameter.

Q Evaluation: *We assign only high explosive stun, illumination, and gas grenades to our agents, and then only if we have been informed by M that such military equipment is necessary to the mission. This does not preclude agents using whatever they happen to pick up in the field. 006 made it a point to gather grenades before infiltrating a levantine castle infested with terrorists, and 007 used newly acquired grenades in his assault in the Stromberg freighter.... We encourage improvisation in the field, but we believe grenades to be too indiscriminate in selecting their victims. We will only reluctantly disburse these weapons. -Q*

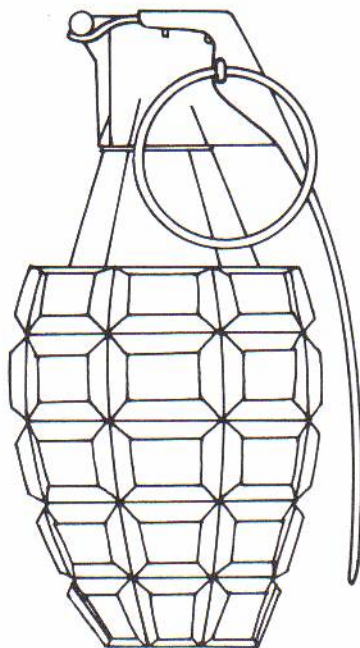
Game Information: A grenade can be thrown a number of Game Inches equal to the thrower's Physical Strength. When a character throws a grenade, he must pinpoint exactly where he wishes it to land. The accuracy depends on the QR of the dice roll. On a failure, it misses this target point by 50 percent of the original range in a random direction. On QR's 4, 3, or 2, it misses the target point by 40, 30, or 20 percent, respectively, again in a random direction. On a QR 1, it lands exactly where the character wishes.

For example, a character wants to throw a grenade three Game Inches (30 scale feet). Using his Hand-to-Hand skill, his player gets a QR of 3. The grenade will miss the target point by 30 percent of 30 feet (9 feet, or approximately one Game Inch). You can roll a D6 to determine the random direction, with a roll of 1 equal to 12 o'clock; 2 to 2 o'clock; 3 to 4 o'clock; 5 to 8 o'clock; and 6 to 10 o'clock. By rolling a 4 in the example, the grenade has landed one Game Inch short and to the right of the target point. Then pinpoint the actual location of the grenade and apply any damage effects as described in the preceding text.

Grenades explode where they land. **Note:** There are three exceptions to this. On a roll of 98-99, the grenade is a dud. On a roll of 00, the grenade explodes prior to reaching the target. A character within 10 feet of the grenade can expend a Hero Point to attempt to toss the grenade out of harm's way. An EF 5 DEX roll is made to determine the success of the grenade removal, a QR 1 result indicating the character has rethrown the grenade to the precise location of the original thrower of the grenade. A grenade can be prepared and thrown in the same Action Round.

Additional Notes

Fragmentation Grenades. In Bond epics, a fragmentation grenade makes a large flash and a good volume of smoke, and a bicuspid always triumphs over a pin. A GM should be prepared to interpret grenades in this manner, unless such an interpretation seems inappropriate. Should the GM choose a more realistic interpretation, he should let the players know beforehand. Fragmentation grenades do Area Damage Class I.



Gas Grenades. The following table shows how large a circle (radius in Game Inches) is affected by the gas each Action Round following detonation.

ACTION ROUND	RADIUS
1	3
2	4
3	5
4	6
5	7
6	8

The precise effects of the gases used are discussed in Drugs, Poisons, and Chemical Agents.

High Explosive Stun Grenades. HE stun grenades do Area Damage Class I, but damage from the blast is reduced one level; an MW becomes an LW, an LW becomes an ST. A character who takes damage from an HE stun grenade must make Pain Resistance rolls for damage received at a -4 EF.

Illumination Grenades. A character can throw the illumination grenade a number of Game Inches equal to twice his Physical Strength when using a special thrower. Everything within four Game Inches of the detonated grenade will appear illuminated in full daylight; objects from four to eight Game Inches will appear as if in twilight, while from eight Game Inches to 12 Game Inches only basic outlines and the light off highly reflective surfaces will be visible.

Incendiary Grenades. The initial explosion of the grenade does Area Damage Class J. After the Action Round in which the grenade detonates, the white phosphorous will continue to burn for 20 Action Rounds. Each Round the white phosphorous burns, the GM will roll an EF 5 for the white phosphorous, which has a Primary Chance of 20 of inflicting burns. Each additional burn inflicts damage at DC D. This roll is performed for any character who is in contact with the flaming matter, including all characters in the initial radius of explosion. Actions such as rolling on the ground apply a -1 EF modifier to the burn chance, while diving into water applies a -2 EF modifier to the burn chance. A Failure result indicates the phosphorous has been extinguished. A burning character can always expend a Hero Point to extinguish himself, in which case the phosphorous is immediately extinguished.

Smoke Grenade. Starting on the turn following detonation, a smoke grenade will obscure a circle with the following radii (in Game Inches).

ACTION ROUND	RADIUS
1	2
2	3
4	4

Any task requiring PER performed in or through the obscured area requires a -4 EF modifier.

MISCELLANEOUS MODERN WEAPONS

Heavy Speargun

For use against sharks and other underwater foes, a heavy speargun can be used as an emergency land weapon. The tip of the spear may vary, being anything from a trident to a curved, hooked blade. Power is provided by means of a compressed coil, gas pressure or, rarely, explosive charge.

Q Evaluation: *007 has used one of these on occasion, preferring, I believe, a Champion model. We have not closely studied the ballistics of a speargun, granting rather the preferences of the agent who needs the weapon for his mission, and procuring the weapon on a mission by mission basis. -Q*

Game Information: When used on land, a speargun's Close range is 0-5 and Long range becomes 15-25.



PM	S/R	AMMO	DC	CLOSE	LONG
0	1	1	G	0-4	10-18
CON	JAM	DRAW	RL	COST	
na	99	-2	3	175	

MISCELLANEOUS MODERN WEAPONS

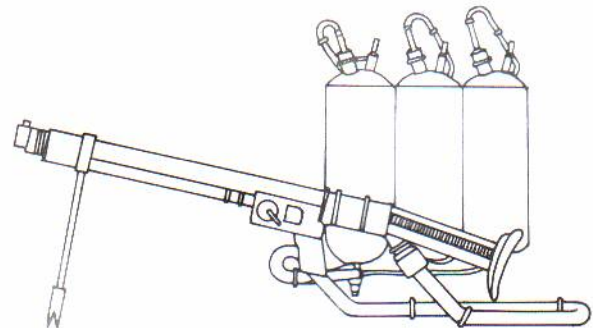
LPO-50 Flamethrower

The LPO-50 Flamethrower is as deadly as it is depicted on the motion picture screen. The LPO-50 comes with three fuel containers of approximately four litres each. The flamethrower produces one ignition per tank, each tank producing a continuous burn of approximately two or three seconds. The LPO-50 uses thickened fuel, giving the flame adhesive qualities and making it more difficult to extinguish.

Q Evaluation: *There is some quality about the flamethrower which excites the evil mind. Dr. No equipped his "dragon" with a flamethrower; Stromberg used one in defense of his submarine stealing operation. We do not stock flamethrowers of any kind, as they are scarcely the sort of equipment which contribute to the stealth needed for a covert operation. -Q*

Game Information: Each tank creates a stream of flame which lasts one Action Round. A character who is hit with a flamethrower flame will continue to take an EF 5 DC E attack (Primary Chance, 20) each Round, up to a maximum of three Rounds, after being hit, unless he expends a Hero Point to extinguish himself.

A flamethrower should be used only by villains in defense of their most cherished installation, and then only against characters who are well supported by a cast of friendly soldiers.



PM	S/R	AMMO	DC	CLOSE	LONG
+1	1	1	J	0-8	16-24
CON	JAM	DRAW	RL	COST	
na	98-99	-5	5	550	





MISCELLANEOUS MODERN WEAPONS

M-2 .50 Calibre Browning Machinegun

The Browning is a fearsome anti-personnel weapon which earned its reputation in World War II. It comes in both air-cooled and water-cooled versions, the difference being the greater weight and the rate of fire of the water-cooled weapon. The air-cooled weapon weighs 84 pounds complete, while the water-cooled version weighs more than 110 pounds.

The increase in destructive capability of the Browning .50 calibre over other small arms is difficult to grasp. Take as a comparison the .44 Magnum, the world's most powerful handgun; the .50 calibre bullet weighs more than three times as much as the .44 Magnum bullet, and the muzzle velocity of the .50 calibre bullet is more than twice that of the .44 Magnum. The muzzle energy of the .50 calibre is between 10 and 20 times greater than the .44 Magnum, depending on the Magnum cartridge. In the time the Ruger Super Blackhawk .44 Magnum has gotten off two shots, the Browning M-2 has fired 40. It is not too surprising that the Browning is still in service with the military of many nations.

Q Evaluation: *Our choice of the Browning M-2 as the weapon system for the Aston Martin DB-V we were preparing for 007 caused more problems than we anticipated. The synchronization system did not work properly at first, making driving and firing simultaneously a bit of a tricky business. Young George Wilkins managed to come up with the solution which we implemented, but we did not have time for even one test run before 007 needed the vehicle for the Goldfinger affair. -Q*

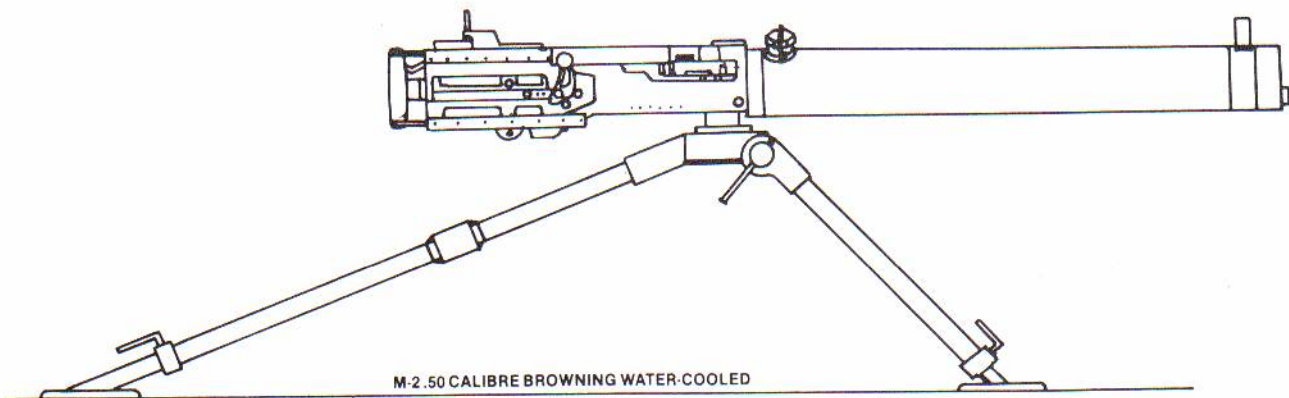
Game Information: There is only one rate of fire given in the weapon statistics. This assumes the movie tradition of blazing away regardless of what might happen to your weapon. Thus, the Jam rates (water-cooled first, then air-cooled) are higher than they would be in actual practice. The rate of fire is commensurately higher.

The Browning can shoot at all targets within three Game Inches of each other, doing Damage Class L to all characters within that range.

The Browning should be used only if specifically called for in the mission scenario. It is too potent a weapon to allow characters or their opponents to use freely. If the characters are opposed by forces armed with the Browning, ample warning must be given the players before they confront the opposition. Remember, too, that while the weapon starts in the hands of the villains, it will often end up in the hands of the characters. A tense, well-plotted adventure can become a bloodbath as the characters choose the less imaginative solution, using their new-found weapon to destroy everything that moves.

The Damage Class of 3×L means that one wound from this weapon will do three wounds of the indicated level if fired at one individual. This weapon's DC is not increased at Close range.

PM	S/R	AMMO	DC	CLOSE	LONG
0	25	200	3×L	0-200	500-700
CON	JAM	DRAW	RL	COST	
na	98-99	-5	2	2700	
	92-99				



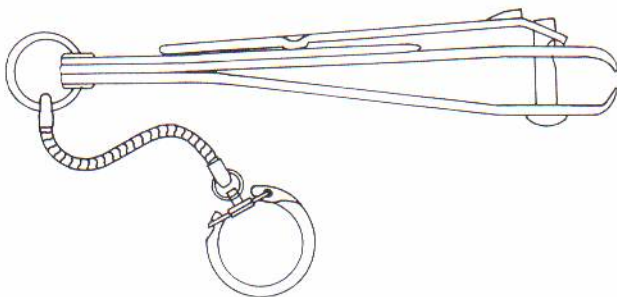
MISCELLANEOUS MODERN WEAPONS

Nailclipper Caltrop

Looking like an ordinary fingernail clipper, this device is most useful for delaying pursuit. It separates into four parts which are connected at an interior point. An M.I.6 agent need only apply enough pressure (by banging the clipper against a wall, for instance) to spring the specially treated steel into a shape which guarantees one spike will be perpendicular to the road surface at all times. The spikes will puncture any normal tire.

Q Evaluation: *A device common to all major intelligence agencies, enough so that any veteran agent has a very high probability of recognizing one on sight. This is the reason the caltrop is classified as a weapon; it is too well known to serve as a covert device. TAROT has a version which contains a small amount of explosive near the center pivot, with a percussion detonation cap attached to one of the spikes. The innovation adds nothing more than a loud bang; an example of the superfluity which characterizes poor design. -Q*

Game Information: Any normal tire will be ruptured by a caltrop. Bullet resistant tires or other special tires will receive damage on the following roll: Primary Chance of 20, EF 5, DC H.



MISCELLANEOUS MODERN WEAPONS

Sykes-Fairbairn Commando Knife

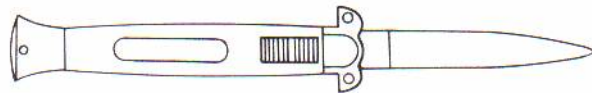
A weapon of quality which has proven itself in many conflicts involving British elite forces, the Sykes-Fairbairn knife is well balanced for throwing. The blade has twin cutting edges, but is meant primarily as a thrusting weapon. The blade is based on a design known in ancient Egypt.

Q Evaluation: *The most serviceable knife we have ever run across. Many of our agents, including 007, swear by it. We concocted an attache case which discretely held and delivered these knives.*

Commander Bond used one to good effect in an adventure in Texas. 005 had less success with his, but the blade did some good in partially deflecting the rifle bullet. -Q

Game Information: The Sykes-Fairbairn commando knife may be thrown a number of Game Inches equal to the thrower's Strength +2.

MISCELLANEOUS MODERN WEAPONS

NATO Push Button Knife

A type of weapon outlawed in the United States of America, this knife is used by those in Europe or in nations with unrestricted European trade. The weapon is a good solid knife with the advantage of ubiquity; thousands upon thousands have been made in several countries. This makes the tracing of any one particular weapon very difficult.

The push button feature allows the knife to retract and extend quickly; when retracted, it is a very easy weapon to conceal.

Q Evaluation: *Some M.I.6 agents still have a preference for these weapons left from their service in the BAOR or other such unit. All agents receive some training with this weapon. The commonality of the NATO push button knife almost guarantees facing an opponent armed with one at some point, unless an agent is never assigned to the continent. -Capt. Michael Roberts*

Game Information: A NATO push button knife can be thrown a number of Game Inches equal to the thrower's Strength.

PM	S/R	AMMO	DC	CLOSE	LONG
0	na	na	+1	na	na
CON	JAM	DRAW	RL	COST	
-5	na	+1	na	25	



PM	S/R	AMMO	DC	CLOSE	LONG
+1	na	na	+1	na	na
CON	JAM	DRAW	RL	COST	
-4	na	+1	na	35	

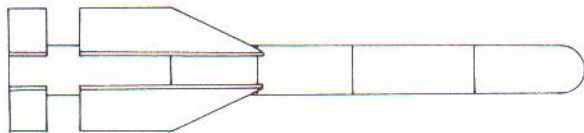
MISCELLANEOUS MODERN WEAPONS

1.75-Inch Free Flight Rockets

Fourteen rockets were fitted in disposable pods for the Wallis Autogyro seen in *You Only Live Twice*, one pod on each side of the aircraft. These rockets had a top speed of 300 mph. Being free flight rockets, the accuracy of the 1.75-inch rocket is poor. Their use in the military was in situations calling for a large volume of fire rather than pinpoint application of a lesser amount.

Q Evaluation: *The 1.75-inch rockets were an expedient, a means of delivering as much firepower as quickly and with as little cost as possible. External weapons systems are generally easier to put together in a rush than are internal ones, and we were working on intelligence which said 007 would be against some very tough opposition while in Japan. An effective job, but a cause of embarrassment as virtually every intelligence agency in the world became aware of the incident due to the pyrotechnics involved. -Q*

Game Information: 1.75-inch rockets are considered Area Damage weapons. Q Branch will dispense these rockets only as part of a vehicle modification, and then only on a mission where the very noisy firepower they provide would be justified.



PM	S/R	AMMO	DC	CLOSE	LONG
-2	na	na	I	0-50	150-300
CON	JAM	DRAW	RL	COST	
na	99	0	na	60	

MISCELLANEOUS MODERN WEAPONS

7.62mm L7A2 GPMG

A light machinegun, identical to those used in the Wallis Autogyro in *You Only Live Twice*. Total weight of the system is 35 pounds, including a standard ammunition belt of 100 rounds. The L7A2 is a refinement of a Belgian model general purpose machinegun, the 7.62mm FN MAG. The L7A2 inherited the calibre, the gas-operation, the belt feed, and quick change barrel system from the FN MAG. The L7A2 is the current general purpose machinegun of the British Army. The Royal Small Arms Factory at Enfield produces the L7A2.

Q Evaluation: *The most reliable weapon system we installed in the Wallis Autogyro. We had no problem with the stabilization of the aircraft, and 004 could hit a man-sized target better than 75 percent of the time while maneuvering the rotary aircraft at top speed. We still have 11 L7A2's in stock, plus a plentitude of spare parts. Walter Cobbett and I have been thinking of a new vehicle modification using the L7A2's and a CENTAT (Computer Enhanced Target Acquisition and Tracking) module, but we have been terribly busy evaluating the alligator submarine for 007. -Q*

Game Information: The L7A2 is usually crewed by two people. If only one person is manning the weapon, increase the RL by two, and increase the Jam value to 95-99. This case does not apply where there exist automatic feeding mechanisms such as those in the Wallis Autogyro. **Note:** The Wallis carries 200 rounds of ammunition.

The L7A2 affects up to three separate targets in one Round, as long as those targets are within three Game Inches of one another. If firing at more than one target, each target checks for damage on the J Damage Class column, rather than 3×J.

This weapon should be used with discretion on the part of the GM, perhaps only as a special package constructed by Q Branch. The weapon is formidable, and for the sake of balance should only be used by or against "00" rank characters.

PM	S/R	AMMO	DC	CLOSE	LONG
+1	20	100	3×J	0-100	250-400
CON	JAM	DRAW	RL	COST	
na	98-99	-4	2	2000	

Weapons Accessories

WEAPONS ACCESSORIES/HOLSTERS

Berns-Martin Triple-Draw Holster

The spring-loaded Berns-Martin holster increases the speed with which a character can draw a weapon. The Berns-Martin holster may be worn as either a belt or shoulder holster. It is somewhat rigid, and is therefore harder to conceal than some other types. An advanced design when it first appeared, the Berns-Martin has been continuously refined by Q Branch to keep it current with new materials technology.

Q Evaluation: *The Berns-Martin Triple-Draw Holster has long been a favorite among our "00" section, 007 in particular. The additional bulk of the holster is considered a small price to pay for the additional speed gained, speed which is often the only edge an agent has against opponents armed with heavier weapons.*

I should like to clear up one detail which has annoyed me over the past few years: the supposed error of using a Berns-Martin Triple-Draw Holster with a Walther PPK, as the commercial model is meant only for revolvers. We here at Q Branch take an enormous amount of equipment which we adapt, modify, refine, and then redesign if necessary. The Aston Martin DB-V which 007 drove is scarcely the same automobile which was delivered to us, yet the name remains. The case is similar to that of the Berns-Martin holster. Our design is substantially, and necessarily, different from the commercial model. -Q

Game Information: The Berns-Martin holster adds 2 to the Speed roll of a character when drawing a weapon carried in the holster. The Con value of the weapon being carried in the Berns-Martin holster is modified by +1.

WEAPONS ACCESSORIES/HOLSTERS

Chamois Holster

As the name suggests, this holster is made of soft deerskin or sheepskin leather. The malleability of the holster makes it ideal for concealing a weapon, but the same feature occasionally means the holster will cloy to the pistol as it is being drawn. The chamois holster is therefore the choice of agents for whom being inconspicuous is an absolute necessity.

Q Evaluation: *A holster which has been used by most of our agents on at least one mission or other. 007 and 006 both used the chamois early in their careers, and 005 still uses one. 005 is often at diplomatic social functions which still require being armed, but at which being discovered carrying a weapon could prove most embarrassing. -Q*

Game Information: The Con value of a weapon carried in a chamois holster is modified by -1. The Speed roll of a character drawing from a chamois holster is reduced by 2. A character may announce to the GM that he is drawing as fast as possible, in which case the Speed penalty is ignored. Should the player roll above an 80 in the subsequent Fire Combat roll, the pistol has caught in the holster. A character may expend a Hero Point to have the pistol clear the holster, but expenditure of this Point does not affect the Fire Combat result QR.

WEAPONS ACCESSORIES/HOLSTERS

Spring Clip Holster

Trimmer than the Berns-Martin, the spring-clip holster is a bit slower at the draw. The holster is a compromise between speed and discretion, a compromise embraced by many of the Western intelligence agencies. It is less popular with the East Bloc agencies.

Q Evaluation: *007 has reported on the suitability of the spring-clip holster which he used recently. His support of the design leads us to request procurement of at least 100 more such holsters. We suggest the spring-clip holster replace the chamois holster as standard issue for new agents. -Q*

Game Information: The Speed roll of a character in a Draw situation is increased by 1 when drawing a weapon from a spring-clip holster. There is no modification of the Con value of a weapon carried in a spring-clip holster.

WEAPONS ACCESSORIES/HOLSTERS

Holster Finger Trap

The holster finger trap operates in the manner of a mousetrap, with the triggerwire being against the rear of the holster. Thus a character disarming another character will, by virtue of reaching in from the front, be certain to trip the trigger with one of his fingers. A careful character would be able to reach into the holster without setting off the trap, as only the character's thumb would be near the trigger, and there is enough space for that one digit.

Q Evaluation: *Strictly a limited security measure, one which forces the agent to take aggressive and decisive action once the trap is triggered. The individual who has sprung the trap is probably not willing to listen to a reasoned argument on the perils of taking property not belonging to him. 007 used the holster finger trap when he was in Las Vegas for the Diamonds Are Forever mission. -Q*

Game Information: When sprung, the trap does Damage Class B with a Primary Chance of 20.

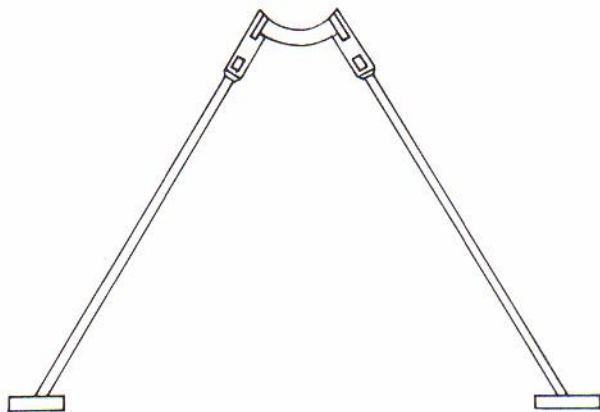
WEAPONS ACCESSORIES

Bipod

Use of a bipod with a rifle helps steady the weapon, giving the firer a better chance to aim the weapon. Almost any rifle can be fitted with a bipod. Most bipods are either detachable or fold back into the stock of the rifle. Using the proper tool, a bipod may be placed on or removed from a rifle in one minute.

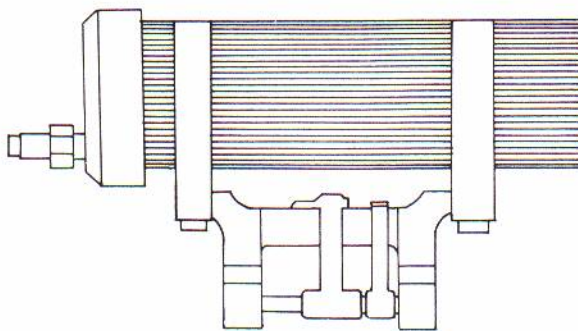
Q Evaluation: *I have used a bipod for night work, and most of our agents use them in a circumstance where they will only get one shot. Enemy snipers also have a use for bipods. -Capt. Michael Roberts*

Game Information: A bipod gives a PM of +1 and a -1 modifier to the Draw value of a rifle. Attaching or detaching a bipod requires 20 Rounds to accomplish.



WEAPONS ACCESSORIES

Heckler and Koch 1003 Aiming Projector



The aiming projector is extremely useful in night combat. Its 100 watt halogen quartz lamp provides a tight beam of illumination for over 150 yards. The brilliant beam can stun opponents facing the light. The aiming projector has a carefully sealed hood which greatly reduces any side illumination. On a clear night, it would be possible for a person to the side of the aiming projector to see the spot illuminating the target and yet see no light from the projector itself. Special forces from a half a dozen nations use the aiming projector. The battery in the 1003 Aiming Projector has a useful life of four hours. The aiming projector is intended for use with rifles and submachineguns.

Q Evaluation: *A good item for night combat, it is intended for use in a more protracted firefight than those in which we deem it desirable for our agents to become involved. We consequently stock only a few of the projectors, and we discourage their use. We feel the projectors can lead to a reliance upon firepower which is dangerous. Of course 006 uses the devices in spite of such warnings. -Q*

Game Information: The user of the illuminator may stun an opponent with the light by using his Fire Combat skill, and if the result is QR 4 or less, the target facing the beam is stunned without the character having fired a shot. If the character is not facing the beam, he is illuminated in the beam. Should the user decide to shoot, having the illuminator beam on a target gives a +2 modifier to the Fire Combat EF.

WEAPONS ACCESSORIES

Infrared Scope

This device can sense the heat of a man almost a quarter of a mile away, and a running automobile engine at almost two miles. The device can penetrate rain, sleet, fog, and smoke as well as a normal dark night. The infrared scope weighs 11 pounds, making it very heavy to mount on a rifle. Forty-eight hours is the average lifespan of the rechargeable batteries powering the viewer.

Q Evaluation: *In its current form, the virtually unconcealable infrared scope is of little use to us. Dr. Powell is working on a miniaturized version of the infrared scope which would have a drastically reduced range and life, but which would weigh less than two pounds and be suitable for mounting on a VP-70z.... We have a handful of the infrared scopes for testing purposes, and — as to be expected — 006 has used them in the field. — Q*

Game Information: Placing an infrared scope on a rifle negates any negative EF for night, but also reduces the weapon's Draw value by 2.

WEAPONS ACCESSORIES

Laser Targeting Device

When this rifle targeting aid is pointed at a target, a laser beam creates a red dot which illuminates the spot where a bullet would hit. This increases the accuracy of a shot. The range of the targeting device is about 200 yards. The batteries which power the laser will run for 24 hours before they need recharging. The laser targeting device is attached to the rifle when in use.

Q Evaluation: *An example of space technology reduced in price and scale to meet more general application. The laser targeting device is currently undergoing tests to discover how the device might be further reduced in size until it could be put on a pistol in the manner of an oversized sound moderator. We expect to have the prototype ready by late 1984. — Dr. Lawrence Powell*

Game Information: The laser targeting device allows the firer to perform Specific Shots at a -1 EF rather than the usual -2 EF. If a character has been Taking a Bead with the laser targeting device, the next shot has a +5 EF rather than +3 EF. The range of the device is 60 Game Inches. This high technology aid should be limited to Fellow Agents, characters, or elite guards of a Major Villain.



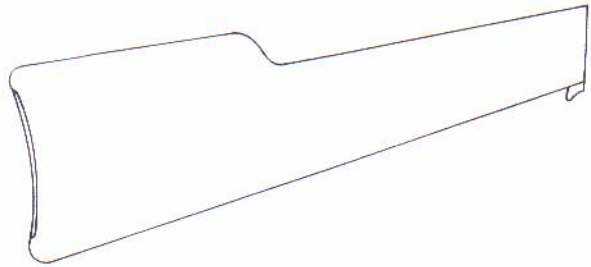
WEAPONS ACCESSORIES

Shoulder Stock, Pistol

Pistol shoulder stocks are not as common as they were at the turn of the century, but they are still used for sporting and other special purposes. A shoulder stock allows a pistol to be aimed with greater precision, but it reduces a person's speed in handling. Shoulder stocks were relatively common for the Luger pistol.

Q Evaluation: *Shoulder stocks are generally not worth the loss of speed they cause. An exception is the shoulder stock arrangement on the Heckler and Koch VP-70z; a selective fire mechanism is included which allows the user to fire single shots or three-round bursts, making the VP-70z more suitable for a protracted exchange of small arms fire. — Q*

Game Information: A shoulder stock increases the Con value by +4, and modifies the Draw value by -2. A shoulder stock also grants a +1 EF modifier and doubles the ranges listed under Long. A Luger with a shoulder stock has its Long range changed to 24-36. Shoulder stocks are available from Q Branch for any automatic pistol which does Damage Class F or greater.



WEAPONS ACCESSORIES

Silencers and Flash Suppressors

The term "sound moderator" is more accurate than silencer, as the results are not complete silence, but a noise more like a forceful sneeze someone has managed to control. A silencer is intended only for close work, for situations in which stealth is more valued than stopping power. By reducing the velocity of the escaping gases to subsonic level, the amount of noise from a weapon is greatly reduced. This makes a silencer impractical for rifles, the muzzle velocities of which are substantially greater than the speed of sound.

A flash suppressor reduces the length of the muzzle blast by reducing the gas pressure within the barrel of the weapon. As muzzle flash is visible (especially at night), reducing the flash makes the firer more difficult to detect.

Q Evaluation: *These useful items of clandestine combat are standard issue if an agent should request one. All of our silencers are also flash suppressors, but the reverse is not true. Most of our agents use sound moderators, with the*

exceptions of 006, who has never used them, and 007. 007 seems to care increasingly little about such things. -Q

Game Information: If the firer is shooting from a concealed position, a -2 modifier should be applied to an opponent's attempt to locate the firing character using the flash suppressor. Flash suppressors are available for all manner of small arms. The Damage Class of a silenced weapon is reduced by 1; a silenced Walther PPK does Class D damage. Silencers reduce noise to the extent that a -4 EF modifier is applied to all PER rolls of characters attempting to hear the gunshot. Silencers are common items, available to almost any character needing one.

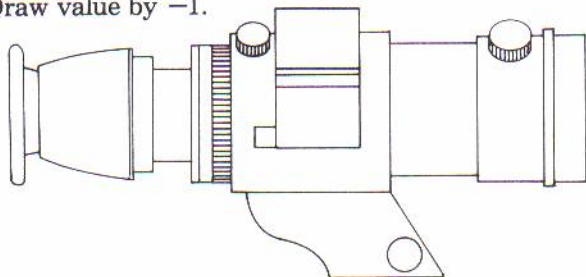
WEAPONS ACCESSORIES

Starlight Scope

Amplifying existing light many thousandfold, a Starlight scope allows use of a weapon during the night as if it were day. On a cloudy, moonless night, the surrounding areas will appear through the Starlight scope as if it were dusk; other lighting conditions will be correspondingly brighter. Use of a Starlight scope nullifies almost all of night's negative effects upon combat. The effective range of the Starlight scope is 600+ yards, and at four pounds the Starlight scope is lightweight as well as effective. The Starlight scope can be mounted on a rifle. Anti-terrorist squads are often proficient in the use of the Starlight scope.

Q Evaluation: *A fine piece of optical electronics to which we have made one minor improvement. We have significantly reduced the response time to changing lighting conditions; no longer will an agent momentarily lose the image along a dark road when a pair of bright headlights rushes past. Other organizations probably have not developed this feature. Of our agents, the one who uses the Starlight scope most often is, of course, 006. 009's preference for night operations causes him to be another frequent user of the item. -Q*

Game Information: A mounted Starlight scope eliminates all EF modifiers due to night. If the Starlight scope is not mounted on the user's weapon, the EF modifier for night is reduced to 1. Mounting a Starlight scope modifies the weapon's Draw value by -1.



WEAPONS ACCESSORIES

Telescopic Sight

A traditional component of an assassin's arsenal, the telescopic sight is still used with some frequency today. A telescopic sight dramatically increases the range at which a killer can strike a target. Refinements of the past eight years have been relatively minor. Attempts to electronically measure the wind, moisture, and other factors with the apparatus containing the sight have been largely unsuccessful.

Q Evaluation: *Simple and effective; those are the secrets of the telescopic sight's endurance in the age of the microchip. We have an ample selection of such equipment here. Most of our better agents select a telescopic sight over more sophisticated electronic equivalents. Reliability is a major factor behind their choice. -Q*

Game Information: A telescopic sight doubles the ranges under Long in the weapon statistics. There are maximum ranges for each Damage Class which cannot be exceeded by the doubling procedure, as indicated below (DC is the single shot or spray fire Damage Class for each weapon):

DC	MAX RANGE
F or less	100
G-H	175
I	350
J or more	450



ARCHAIC WEAPONS/THRUSTING KNIVES

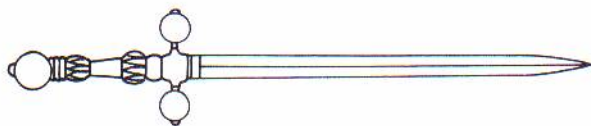
Stiletto

A European dagger used by the elite of the 17th Century. Nearly a foot in length, weighing 11 ounces, the stiletto is balanced well enough to throw. The stiletto has no cutting edge, being intended solely for stabbing.

There exist versions of the stiletto with a compartmented handle. Pushing on the pommel releases poison which is stored in the compartment; the poison then runs along the length of the blade. The stiletto was popular in the 17th and 18th Centuries in Italy.

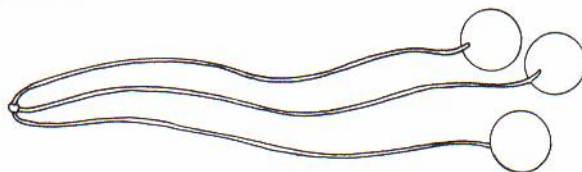
Q Evaluation: *Standard straight thrusting dagger, ill suited for blocking blows from other weapons; inferior to the Sykes-Fairbairn commando dagger in that respect. A poison compartment stiletto is used by Marco Mussida, bodyguard to Giovanni Di Fortelli. Fortelli is the man in charge of TAROT's blackmail operations. -Capt. Michael Roberts*

Game Information: The knife has a throwing range of six Game Inches.



PM	S/R	AMMO	DC	CLOSE	LONG
0	na	na	+1	na	na
CON	JAM	DRAW	RL	COST	
-4	na	+1	na	na	

ARCHAIC WEAPONS/HAND THROWN MISSILE WEAPONS

Bolas

PM	S/R	AMMO	DC	CLOSE	LONG
0	1	na	+1	na	na
CON	JAM	DRAW	RL	COST	
+1	na	-1	na	na	

Bolas were developed independently in both North and South America, in the areas of the Argentine Pampas and in northern Canada and Alaska. Bolas are entangling weapons, being used in many instances in the same manner as the American cowboy used a lariat. The heavy balls on the ends of the ropes make bolas a considerably deadlier weapon than the lariat.

Q Evaluation: *Our experiments with explosive-filled bolas were discontinued shortly after the Moonraker operation. We discovered a startlingly high proportion of premature explosions which would occur as the balls made accidental contact of sufficient force as the bolas were thrown. -Q*

Game Information: A character hit by bolas must make a DEX roll at an EF equal to the QR of the attack roll or be unable to take any action until disentangled.

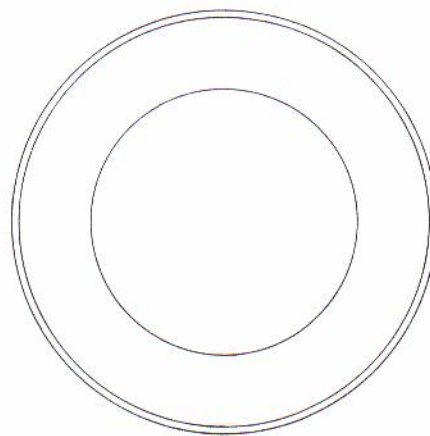
ARCHAIC WEAPONS/HAND THROWN MISSILE WEAPONS

Chakram (Indian Throwing Disk)

Once the traditional weapon of the Sikhs of India, this metal disk has a razor sharp edge. A foot in diameter, weighing just a third of a pound, the Chakram is delivered by whirling the weapon on the index finger and then releasing it in a manner similar to the release of a frisbee flying disk. The effective range of the throwing disk is 50 yards.

Q Evaluation: *We know that 008 has a penchant for these weapons. She apparently gained respect for them while on assignment in Pakistan. I have heard rumours of the Chakram's use among underworld figures in Indonesia, and in Malaysia around Singapore. -Capt. Michael Roberts*

Game Information: The range of a Chakram is 15 Game Inches. This range is quite independent of the thrower's STR, but a GM may modify the distance thrown for an exceptionally poor STR (below 4).



PM	S/R	AMMO	DC	CLOSE	LONG
0	1	na	+1	na	na
CON	JAM	DRAW	RL	COST	
-2	na	-1	na	na	

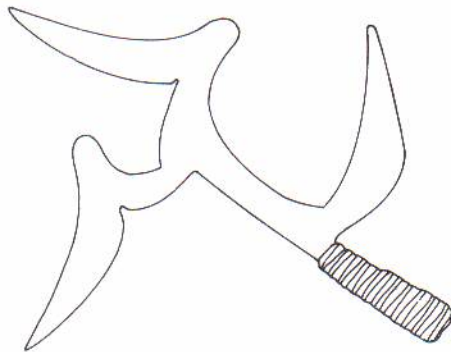
ARCHAIC WEAPONS/HAND THROWN MISSILE WEAPONS

Mongwanga

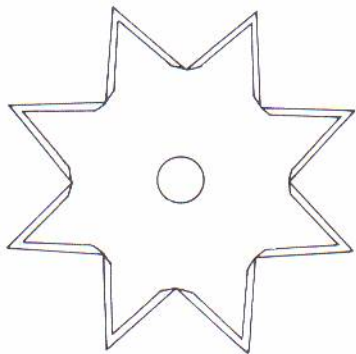
The Mongwanga is a multi-bladed throwing knife, an example of the many kinds of throwing weapons which may be found in Africa. This particular example comes from the Bwaka people of central Africa. It weighs two and a half pounds with a length of more than two feet. Only a strong person can properly throw a Mongwanga. When thrown, the knife rotates about a center of gravity. The whirling weapon can penetrate from almost any angle of impact, and a Mongwanga that is well thrown can penetrate several inches of hard wood. The weapon's range is a little over 25 yards.

Q Evaluation: *Less than two months ago, an M.I.6 operative named Roland Burke was severely injured in what was reported as a "domestic accident." While making contact with Station K in Nairobi, an assailant threw a Mongwanga at Burke, injuring him badly and completely destroying the telephone. We believe the assailant to have been hired by Nsei Mbenga, director of intelligence for TAROT. -Q*

Game Information: A character requires a minimum of an 8 STR to throw a Mongwanga.



PM	S/R	AMMO	DC	CLOSE	LONG
+1	1	na	+2	na	na
CON	JAM	DRAW	RL	COST	
na	na	-1	na	na	



PM	S/R	AMMO	DC	CLOSE	LONG
0	3	na	+1	na	na
CON	JAM	DRAW	RL	COST	
-5	na	+1	na	na	

ARCHAIC WEAPONS/HAND THROWN MISSILE WEAPONS

Shuriken (Ninja Stars)

A Japanese weapon not more than two inches across, weighing commensurately little at 3.5 ounces. Shuriken are easily concealed, and trained throwers can release them rapidly; given the same unit of time, more Shuriken can be thrown than the number of shots that can be fired from a Walther PPK. Shuriken are still popular with disciples of the martial arts.

Q Evaluation: *Difficult weapons to master, Shuriken adequately reward skill. Some of Tiger Tanaka's operatives carry ceramic versions of the weapon, as these will pass unnoticed through a metal detector. -Capt. Michael Roberts*

Game Information: Characters whose Hand-to-Hand skill is less than Level 5 can throw only one Shuriken per Action Round, while characters whose Hand-to-Hand Skill Level is greater than 12 can throw a maximum of three Shuriken simultaneously.

ARCHAIC WEAPONS/HAND THROWN MISSILE WEAPONS

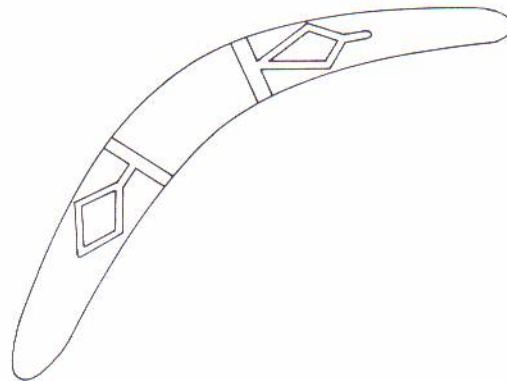
War Boomerang

Originally developed by the aborigines of Australia, war boomerangs do not return to their throwers, regardless of whether or not the boomerang hits the intended target. Skilled boomerangers would consider a second throw unnecessary.

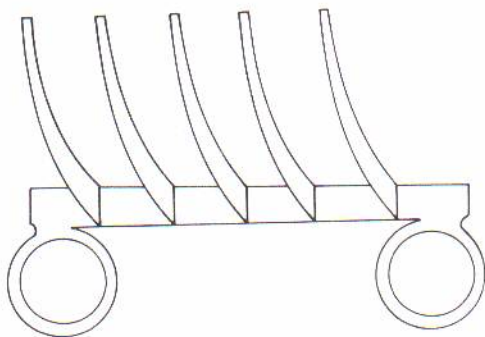
Curved asymmetrically, a boomerang uses aerodynamic lift to give it a greater range than would otherwise be obtainable. The maximum range of the weapon is almost 100 yards. A war boomerang is about two feet long and can weigh a pound or more.

Q Evaluation: *Our efforts to produce an explosive boomerang are on schedule. Unlike the American experiment which tried something similar with plastic flying disks, we have met with moderate success. We are currently redesigning the boomerang so it separates into four easily reassembled sections. With the redesign, we shall be able to fit the boomerang into a space smaller than a holstered Ingram submachinegun; the explosive charge would be approximately equal to that of four grenades. -Q*

Game Information: A character can throw a war boomerang a maximum distance equal to twice his STR in Game Inches.



PM	S/R	AMMO	DC	CLOSE	LONG
0	1	na	+1	na	na
CON	JAM	DRAW	RL	COST	
na	na	0	na	na	



PM	S/R	AMMO	DC	CLOSE	LONG
0	na	na	+1	na	na
CON	JAM	DRAW	RL	COST	
-3	na	0	na	na	

ARCHAIC WEAPONS/SWORDS AND SLASHING WEAPONS

Bagh Nakh

The Bagh Nakh is an Indian weapon designed to simulate the attack of a tiger; the name means "tiger's claws." The original purpose of the weapon was to make murder look like an accidental death; today the weapon is used as a vicious warning that "accidents" happen.

Q Evaluation: *Marcel Dupre often chooses to send his lackies on an armed mission with Bagh Nakh. TAROT's chief assassin feels such weapons are useful for molding the minds of those who are not targets of TAROT. In that respect, he is largely correct; we have an increasing contempt for Dupre and his operation. His relish of his work is more that of an obscene child than a competent professional. -Capt. Michael Roberts*

ARCHAIC WEAPONS/SWORDS AND SLASHING WEAPONS

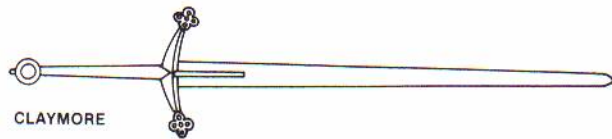
Claymore and Broadsword

A Claymore is a large two-handed sword from the homeland of James Bond. Four feet long with over six pounds of steel, the Claymore is a potent weapon which handles very well given its size.

A Broadsword is similar to a Claymore in that it too is a weapon meant for cutting as well as thrusting. Having a shorter blade, usually less than 30 inches, the Broadsword will weigh half as much as a Claymore. The weapon is intended for use with one hand.

Q Evaluation: *A pair of dreadfully clumsy weapons, especially the Claymore. Why anyone would want to use them when such superior arms are available is beyond me. Still, we have information concerning the Lady Victoria Lynn Richmond, head of TAROT's robbery section. Peter Chambers is Lady Victoria's bodyguard and possible beau; he practices incessantly with the Claymore and Broadsword. He often does so in a full suit of armor. Apparently Lady Victoria is attracted to true knights. -Q*

Game Information: The top DC bonus is for the Claymore, the lower for the Broadsword. The same division applies to the Draw value.



CLAYMORE



BROADSWORD

PM	S/R	AMMO	DC	CLOSE	LONG
0	na	na	+4 +3	na	na
CON	JAM	DRAW	RL	COST	
na	na	-2 -1	na	na	

ARCHAIC WEAPONS/SWORDS AND SLASHING WEAPONS

Japanese Swords

The economic resurgence of Japan in the last two decades has led to a resurgence of interest in the symbols and practices of the Japan of the Samurai. This interest has grown most rapidly in the subversive organizations of the Far East. The following is a brief summary of the blades of the Samurai.

Daisho is a Japanese dyad meaning "large-small." The Daisho were a pair of swords carried by the great warriors of Japan's past. The first pair were **Tachi**, the larger weapon, and **Tanto**. These were worn with court armor and dress and were rarely intended for combat. The second pair are the more familiar **Katana**, the larger sword, and the **Wakizashi**. These were worn with civilian dress and battle armor.

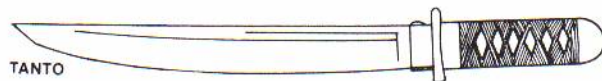
The last sword is the **No-Dachi**, a two-handed sword six feet in length which weighs nearly nine pounds. Only a truly formidable warrior would use this weapon.

Q Evaluation: *007 once confronted a hated enemy who was dressed in Samurai armor and wielding a Katana. The battle was evidently a very near run thing. Had his opponent had more skill than braggadocio, 007 might well have taken the worse end of the fight. -Q*

Game Information: The top DC and Draw values are for the No-Dachi, the middle values for the Tachi and Katana, and the bottom for the Tanto and Wakizashi. A character's STR must be at least 11 to wield a No-Dachi. A character wielding a Katana also receives a Performance Modifier of +1 if his Hand-to-Hand Combat Primary Chance is greater than 15.



WAKIZASHI



TANTO



TACHI



KATANA

PM	S/R	AMMO	DC	CLOSE	LONG
0	na	na	+4 +3 +2	na	na
CON	JAM	DRAW	RL	COST	
na	na	-3 -1 0	na	na	

ARCHAIC WEAPONS/SWORDS AND SLASHING WEAPONS

Rapier and Smallsword

Originally popular in Europe in the 16th and 17th Centuries, these slender blades usually had unsharpened edges. About 40 inches long and weighing two pounds, the Rapier was specifically designed to penetrate the joints and cracks in the armor of the period. In the 17th Century, the Rapier gave way to the Smallsword, which was a shortened, strengthened Rapier. The Smallsword ceased to be a common weapon about 1780, but it retained its ceremonial function into the 20th Century.

The KGB train their operatives in duelling. As they use chess to prepare agents for mental conflict, so does the KGB use duelling to prepare agents for physical confrontation. Rapiers are often the weapon of choice.

Q Evaluation: *We do not consider these weapons serious threats to our agents, regardless of the unfortunate multiplicity of incidents which have occurred to 005. We suspect there exists a vendetta between 005 and some of his Soviet opponents. -Q*

Game Information: Any villain who had read Alexander Dumas or who had been a duellist in a military academy might have a pair of Rapiers. Officers of TAROT's elite guards will sometimes carry smallswords. If a character's Primary Chance in Hand-to-Hand Combat is better than 15 when using a Rapier, he should be given a +1 Performance Modifier.



RAPIER



SMALLSWORD

PM	S/R	AMMO	DC	CLOSE	LONG
0	na	na	+2	na	na
CON	JAM	DRAW	RL	COST	
na	na	0	na	na	

ARCHAIC WEAPONS/MACES AND BASHING WEAPONS

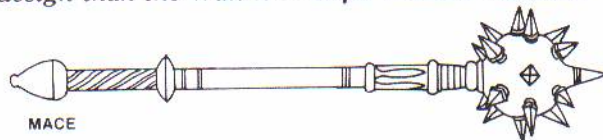
Mace

The first technological improvement applied to a club produced the mace, with a hardened head and often with additional spikes to help defeat various sorts of armor. The standard European Mace weighed four pounds or more, and was approximately 30 inches long.

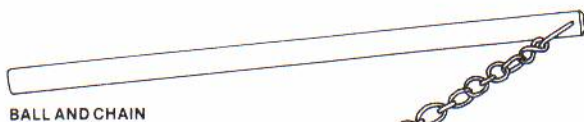
There soon followed an improved variation of the Mace, the Ball and Chain. It weighed as much as a standard Mace, but there was a chain connecting the bashing head to the haft. The improvement made the Ball and Chain difficult to avoid and very difficult to parry.

Q Evaluation: *Almagro had been cornered in his own high-security mansion; SAS troops were slowly fighting their way through the armed henchmen infesting the lair of the would-be ruler of Europe. I had rushed ahead to make certain Almagro did not escape us. I found him in a suit of armour which had last seen combat in the tournaments of the 16th Century. I ordered him to surrender; his refusal was a hiss of effort and a lurching stride toward me. Regretfully I fired my Walther...even more regretful was the failure of my last bullet to penetrate the Maxmillian plate armour. Almagro missed severing one of my limbs as I rolled out of the path of his blow. I grabbed the only weapon available to me, a mace in the weapons case.... Almagro's blow had smashed the glass. I put a few feet between us, and then closed on him in a shrinking spiral. After several feints, I managed to land a solid blow across his helmet, stunning him. The SAS men arrived just as I was disarming Almagro.*

Since that incident I have maintained some level of proficiency with some weapons older in design than the Walther. -Capt. Michael Roberts



MACE



BALL AND CHAIN

PM	S/R	AMMO	DC	CLOSE	LONG
0	na	na	+3	na	na
CON	JAM	DRAW	RL	COST	
na	na	-2	na	na	

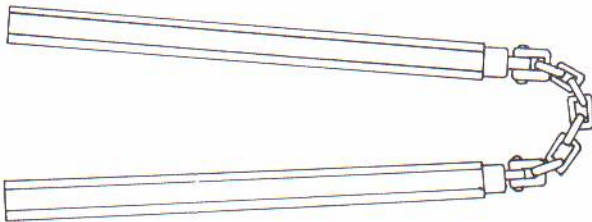
ARCHAIC WEAPONS/MACES AND BASHING WEAPONS

Nunchaku

Originally used in Japan as a tool to beat cereal grains, this weapon is known for the deadly speed with which an expert practitioner can deliver attacks. Nunchaku consist of two rods joined by leather thongs or metal chains. Nunchaku are favored by modern martial artists.

Q Evaluation: *Nunchaku are common enough in the Far Eastern underworld for many of our agents to receive a bump now and then. While agents can receive local training to help them cope with such attacks, the usefulness of the training in the short term is doubtful. I have found increased wariness to make sure you have enough time to draw your weapon to be the best countermeasure.* –**Capt. Michael Roberts**

Game Information: Add 1 to the Speed Rating of a character who is using Nunchaku, only for the purpose of determining who goes first in an Round.



PM	S/R	AMMO	DC	CLOSE	LONG
0	na	na	+2	na	na
CON	JAM	DRAW	RL	COST	
+2	na	0	na	na	

ARCHAIC WEAPONS/BOWS

Cho-No-Ku

A significant variation of the Crossbow is the Cho-No-Ku, a Chinese repeating Crossbow. Less powerful than the standard Crossbow, the Cho-No-Ku made up the difference with an increased volume of fire. The Cho-Ko-Nu made its last appearance as a military arm in the Sino-Japanese War of 1894-95. The Cho-No-Ku was probably invented over two millennia ago. The weapon's arrows were often coated with poison.

Q Evaluation: *Ingenious device; if Q Branch had been around two thousand years ago, we would have invented just this sort of thing. I understand some of the guerrillas in Afghanistan may be using a similar weapon.* –**Q**

Game Information: A Jam result when firing a Cho-No-Ku indicates a failure of the cranking mechanism to function properly. This causes a misfired bolt.

ARCHAIC WEAPONS/MACES AND BASHING WEAPONS

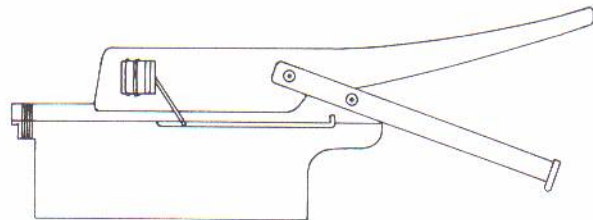
Quarterstaff

PM	S/R	AMMO	DC	CLOSE	LONG
0	na	na	+2	na	na
CON	JAM	DRAW	RL	COST	
na	na	-1	na	na	

The Quarterstaff is a hardened wood weapon six feet long, weighing from three to five pounds, useful in knocking opponents off their feet. Variations on the European Quarterstaff have been independently invented over a dozen times. Quarterstaves are still in use in parts of Asia as the weapon of the common man.

Q Evaluation: *One would have to give the Quarterstaff high marks as an inexpensive weapon which still rewards skill. The only use I remember of Quarterstaves in an intelligence role was a demonstration of a special Quarterstaff which I saw while visiting the technical service of a Far Eastern ally. They had modified a Quarterstaff so it would fire a 50 yard line and grappling hook, useful for escaping better armed opponents, I suppose. The man demonstrating the device was just dispatching the last of his foes when a freak block by his opponent triggered the explosive device; the grappling hook flew toward the rows of government observers. Decorum instantly ceased to be observed. As far as I know, the project was scrapped.* –**Q**

Game Information: A Quarterstaff will knock an opponent off his feet if the attacker successfully executes a Specific Blow.



PM	S/R	AMMO	DC	CLOSE	LONG
0	2	12	D	0-5	10-20
CON	JAM	DRAW	RL	COST	
na	96-99	-3	2	na	

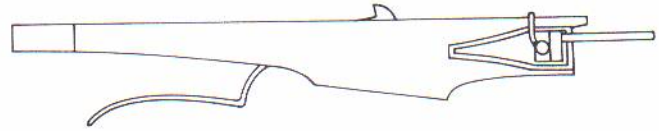
ARCHAIC WEAPONS/BOWS

Crossbow

Slower to fire than the Longbow, but with the advantage that much less skill is needed to use it effectively, the Crossbow is a classic example of a complex weapon for a simple soldier. The range of a Crossbow is shorter in practice than that of a Longbow, because the Crossbow was designed as a direct fire weapon. Assassins still use the Crossbow on occasion, for its is quiet, lethal, and difficult to trace.

Q Evaluation: *One of 007's lovely companions used a Crossbow as her principal weapon; Melina Havelock, I believe her name was. Her Crossbow was lighter than those common to medieval mercenary armies, but it differed little in operating characteristics. -Q*

Game Information: A Jam result when firing a Crossbow indicates a failure of the cranking mechanism to function properly. This causes a misfired bolt.



PM	S/R	AMMO	DC	CLOSE	LONG
0	1	1	H	0-5	15-25
CON	JAM	DRAW	RL	COST	
na	99	-4	3	na	

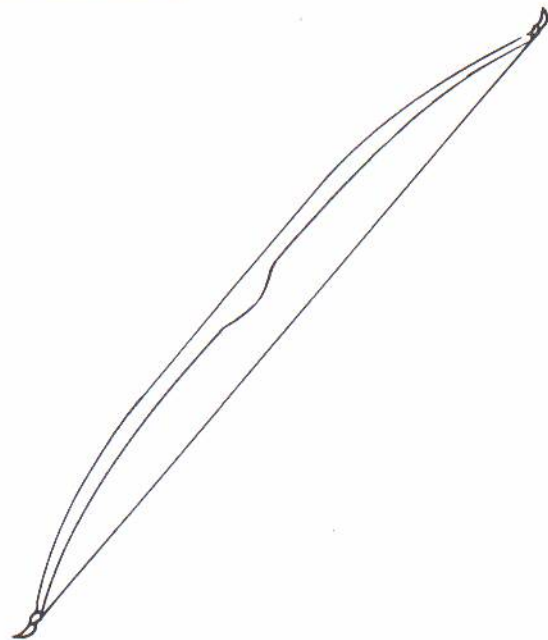
ARCHAIC WEAPONS/BOWS

Longbow

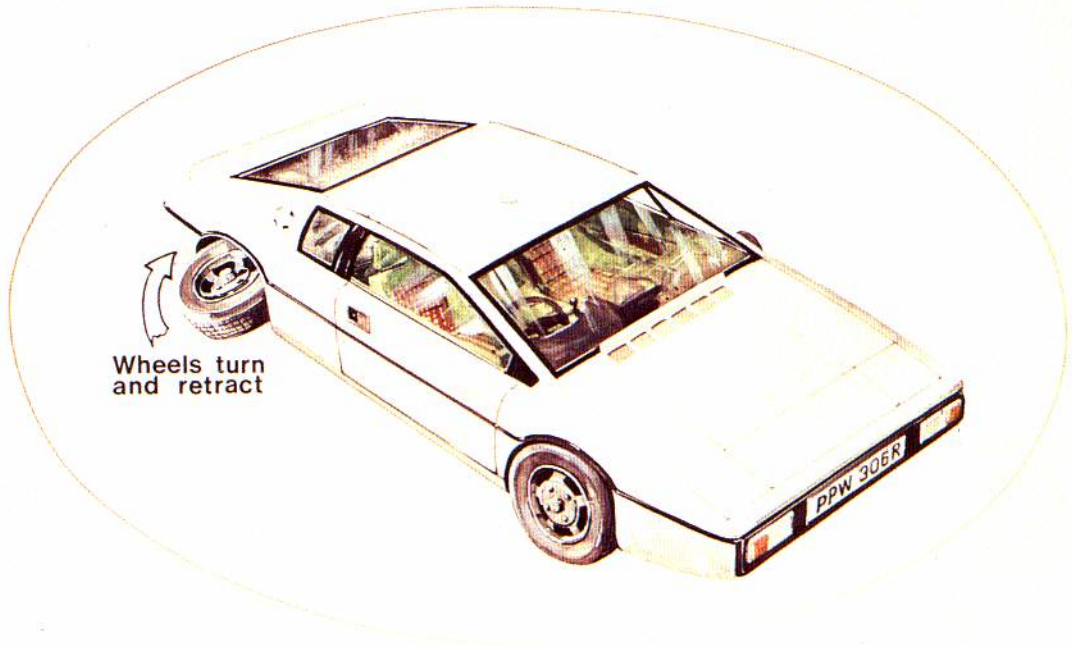
The Longbow is perhaps the most British of all weapons. No other people ever achieved the proficiency with the Longbow which the British achieved in their mastery of the weapon. A Longbow is six feet long, requiring a pull of 80 pounds or more. Yew was the preferred wood for use in the construction of a Longbow, although elm was sometimes substituted.

Q Evaluation: *The Longbow has been revived here at Q Branch. Our version is made of artificial fibres and plastics, to make the bow weather a bit better. It can also be dismantled to fit inside an attache case or overnight bag. Metal detectors fail to pick up our Longbow, and it is almost translucent to X-rays. If funding continues at present levels, we will have the Longbow available in our armoury within a year. -Q*

Game Information: A character needs a STR and PER of at least 9 each to use the Longbow. Keeping the bowstrings dry is also imperative, for the bow will not function properly when the string is wet. The size of the arrow causes additional impact damage, in comparison with a bullet. Apply a -1 EF modifier to all Pain Resistance attempts of characters hit with a Longbow arrow. A 00 result indicates that the string has snapped.

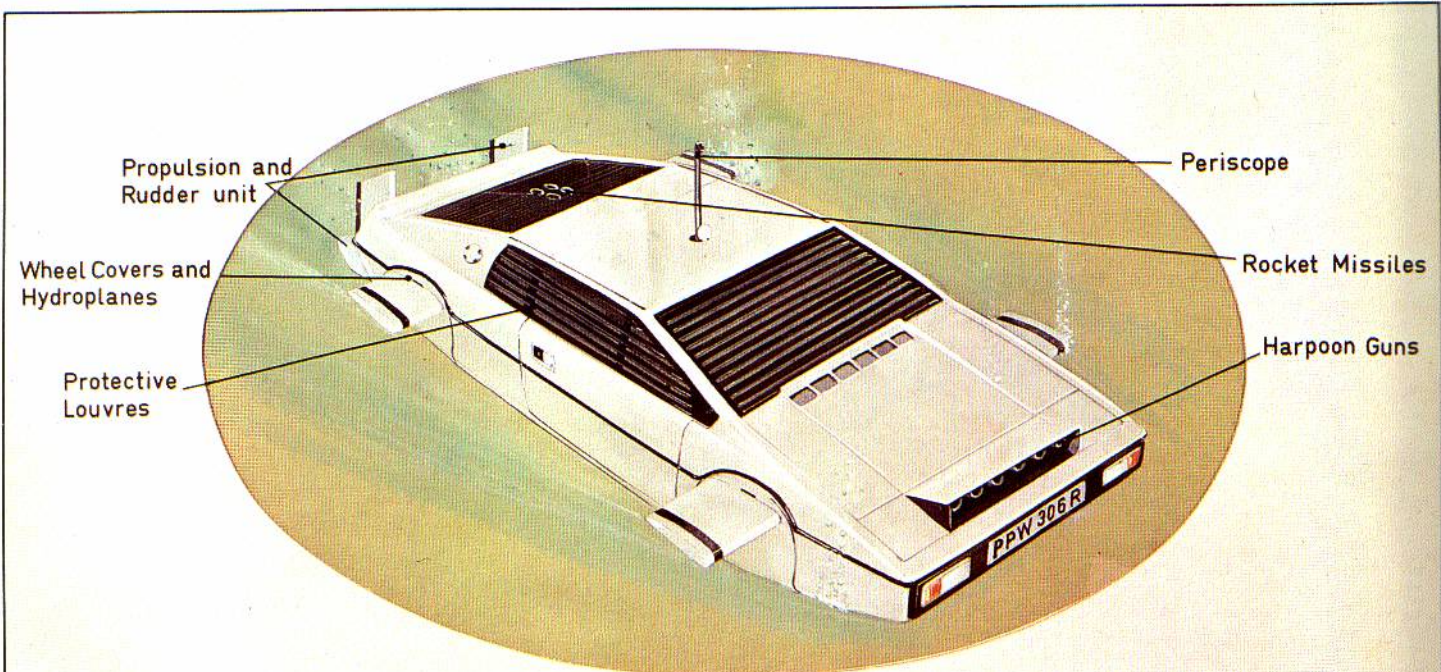


PM	S/R	AMMO	DC	CLOSE	LONG
0	½	1	E	0-10	25-50
CON	JAM	DRAW	RL	COST	
na	na	-4	1	na	



Wheels turn and retract

EXTERIOR CAR (Normal)



Propulsion and Rudder unit

Periscope

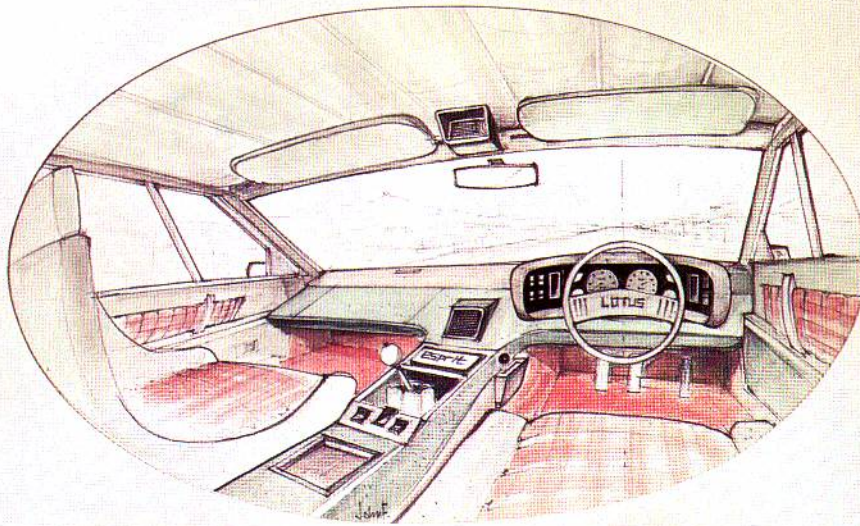
Wheel Covers and Hydroplanes

Rocket Missiles

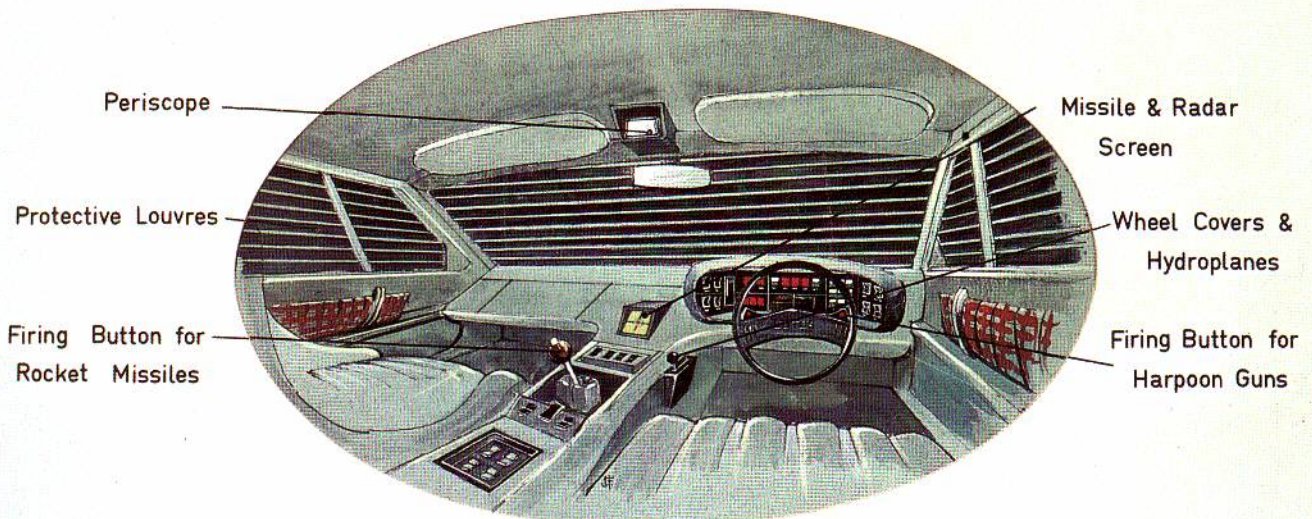
Protective Louvres

Harpoon Guns

EXTERIOR CAR (Submerged)



INTERIOR CAR (Normal)



INTERIOR CAR (Submerged)

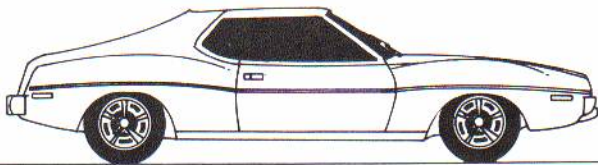
Vehicles



Land Vehicles

AUTOMOBILES

1974 AMC Javelin



PM	RED	CRUS	MAX	RGE	FCE	STR	COST
0	4	60	120	225	2	6	4200

The incessant OPEC price increases of 1973 led to a frantic effort to redesign the mid-priced American performance cars jointly referred to as "pony cars." The necessity for increased gasoline economy warred with the acceleration and power which were the heart of the pony cars.

The AMC Javelin was a solution to those problems, a solution which was well regarded in its day. With a longer 0-60 mph time than that of true sports cars, the high speed handling of the Javelin was in most ways equal to cars costing upwards of twice as much. Power was provided by a 304 cubic inch V-8 engine which produced 150 horsepower. The Javelin was heavy for its engine, weighing 3435 pounds. The Javelin will seat four persons.

Q Evaluation: *The AMC Javelin is not the sort of car with which we deal at Q Branch. Its structural problems negate its handling capabilities.... The Javelin was an expedient method for continuing the pursuit of Scaramanga in which 007 found himself engaged. It is surely indicative of the sort of luck one associates with 007 that the Javelin was sitting in a nearby showroom with three very unusual attributes: a full tank of petrol, keys already in the ignition, and a sympathetic law enforcement official riding shotgun, as it were. -Q*

AUTOMOBILES

Aston Martin DB-III

Being an Aston Martin, it is difficult to believe the car had a problem when cornering, but the DB-III achieved this reputation. A popular car despite this apparent deficiency, the DB-III was a typical sports car of its day: heavy, high powered, and displaying an almost non-existent muffler system, enabling the driver to hear every decibel his engine produced. Accelerating from 0-60 mph in less than eight seconds, the Aston Martin DB-III was responsive enough to serve the needs of M.I.6 agents of the early 1960's. The DB-III will seat two persons.

Q Evaluation: *The reputation of poor cornering ability which the DB-III earned was the inevitable product resulting from crossing high vehicle speed with low operator skill. Virtually none of our agents ever had a problem with the DB-III. 002 used to drive a bullet proofed DB-III on many of his missions. Even after the DB-V came out, he remained loyal to the III. -Q*

Game Information: Unless a character has a Driving Skill of Level 6 or greater, the Aston Martin receives a -1 EF modifier when making a Quick Turn maneuver.

PM	RED	CRUS	MAX	RGE	FCE	STR	COST
+1	4	80	130	180	3	7	28000

AUTOMOBILES

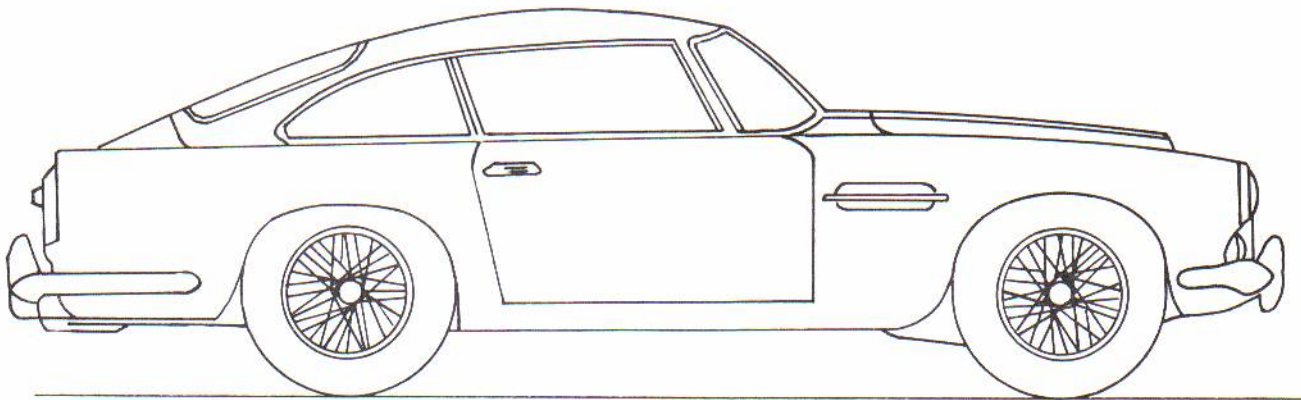
Aston Martin DB-V

The most famous car ever to roll out of Q Branch. An unmodified Aston Martin is impressive; the Q Branch version is stunning. The machineguns, smoke screen, oil slick, ejector seat, and rear bullet proof screen were the major end use modifications for the car Q gave Bond for the Goldfinger mission.

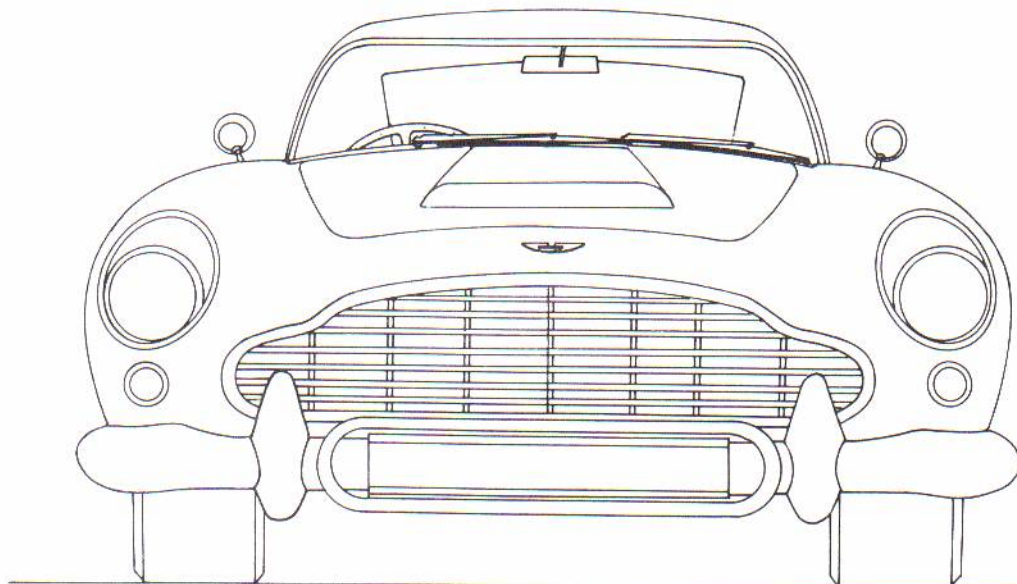
The basic car can go from 0-60 mph in the six-second range. The road agility of the DB-V was astonishing, considering the weight of the car, which was almost two tons. The cornering deficiencies of the DB-III were eliminated with a vengeance, producing a sports car which could be raced as well as driven on a street. The DB-V will seat two persons.

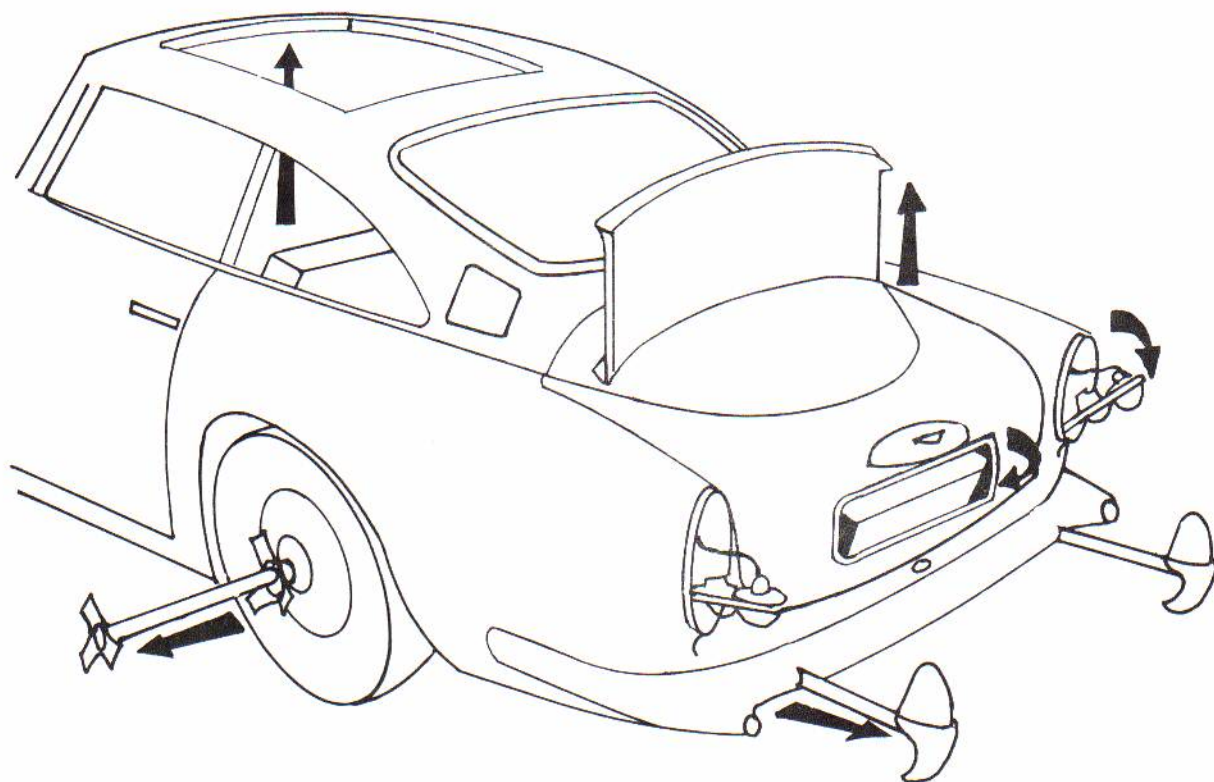
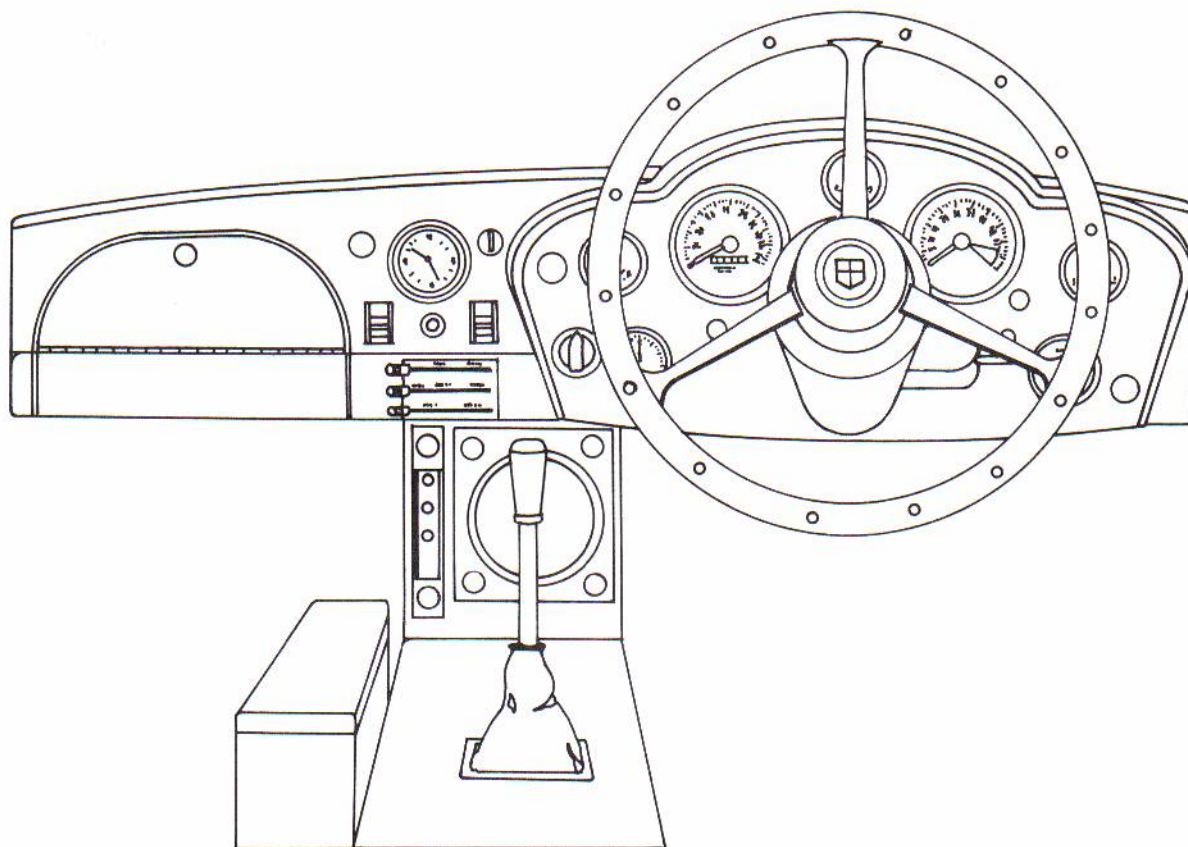
Q Evaluation: *If we were to redesign the DB-V today, it would cost us about five times the amount it cost when we performed the job for 007. A substantial amount of electronic equipment could be added now which was not yet designed then; in all, we would be hard pressed to create a better vehicle. We should, of course, rework the bumpers and passive restraints on the driver so he might rebound from warehouse walls with greater alacrity. -Q*

Game Information: For descriptions of the vehicle modifications of the DB-V used by 007, see the appropriate entries in the Vehicle Modifications section. The Aston Martin DB-V receives a +1 EF modifier whenever the driver attempts either a Quick Turn or a Double Back maneuver.



FM	RED	CRUS	MAX	RGE	FCE	STR	COST
+2	2	100	160	180	3	9	44000





AUTOMOBILES

Aston Martin Lagonda

Dr. Cobbett can testify this Aston Martin, ultimately named after a creek near Springfield, Ohio, flows more smoothly and more rapidly than its namesake. A luxury sedan for the maverick who is unimpressed with a Mercedes or who considers a Rolls Royce too trite, the Lagonda has plenty of room and substance with which Q's technicians can tinker. The Aston Martin is able to go from 0-60 mph in an interval more than two seconds shorter than that for the Rolls Royce Silver Spirit. The standard of luxury is certainly comparable with the fine Rolls Royce cars.

The Lagonda is powered by a 5340 cc V-8 engine, which produces an estimated 325 bhp. The car will seat four persons.

Q Evaluation: *I have had the privilege of driving an Aston Martin Lagonda. A smoother ride is not to be found in any automobile anywhere in the world. I have finally convinced Q to procure two Lagondas, one for testing and evaluation, the other for end use modifications for our agents. Our sources have informed us that TAROT's Boris Deminovitch drives an Aston Martin Lagonda; a case of true beauty going unappreciated. -Dr. Walter Cobbett*

Game Information: The Lagonda is the current luxury sedan from Aston Martin, and the example of Mr. Deminovitch notwithstanding, the Lagonda is the sort of automobile that is usually driven by a Beautiful Foil.

PM	RED	CRUS	MAX	RGE	FCE	STR	COST
+1	2	80	140	400	3	9	92000

AUTOMOBILES

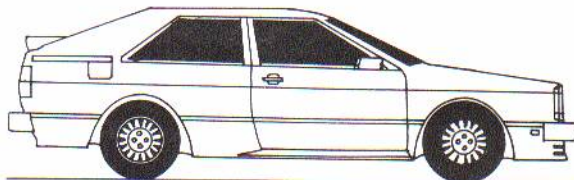
Audi Quattro

A four-wheel drive turbocharged coupe; a different combination to be sure. While not as rugged as a Land Rover, the Audi Quattro can handle soggy terrain at speeds which could be embarrassing to owners of traditional four-wheel drives. The car was built for road rallies, and it was built correctly.

Powered by a 2.1 litre powerplant, turbocharged to produce 156 bhp, the Quattro is designed to traverse any terrain on which a four-wheeled vehicle can be expected to travel, and to travel it with alacrity. The Audi Quattro will seat four persons.

Q Evaluation: *When I retired as a field agent, I decided I could settle down and buy a sensible car. The Audi Quattro forced me to bend the definition of sensible, but I have not regretted the decision. I have installed a few modifications which the normal driver perhaps does not need, but were sensible for a man in my position. I have taken the car in to Q to have him look over the modifications and advise me of any suggested changes. -Capt. Michael Roberts*

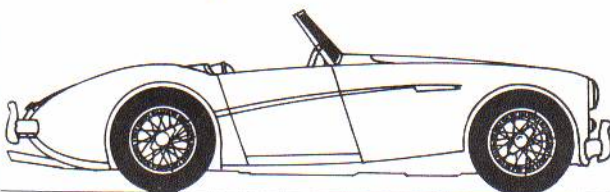
Game Information: The Quattro may ignore any Chase modifiers which are due to weather and which do not greatly affect visibility.



PM	RED	CRUS	MAX	RGE	FCE	STR	COST
+1	3	60	130	430	1	5	20600

AUTOMOBILES

Austin-Healy 100S



PM	RED	CRUS	MAX	RGE	FCE	STR	COST
+1	4	60	120	220	2	5	2200 20500

The car received its name from the manufacturer's claim that the car could do 100 mph. It could do 11 mph better than that when tested in Belgium; in 1953, this was news for a production automobile. 1955 saw Austin-Healy introducing the "S" model. It produced 132 horsepower at 4700 rpm. The speedometer needle did not stop swinging right until it reached 120.

While there were some cars which could outperform the Austin-Healy, notably the Jaguars of its day, none could match the clean lines and polished grace which was the appearance of the Austin-Healy 100S. Today several sports car enthusiasts consider the Austin-Healy 100S to be the best looking English sports car of any decade.

Q Evaluation: 003 used to drive the Austin-Healy 100S; he drove the same one for 11 years, until his death in 1964. A superb car which looked the part, I remember 003 fretting over the bullet holes which would occasionally mar its appearance. Willis Amory and I would work for hours fixing that car up; Amory still drives 003's widow about in the 100S on occasion. I sometimes take a spin in the car with Willis, but I am usually too busy for that sort of thing. -Q

Game Information: The costs are for 1955, and for the present, each expressed in current Pounds.

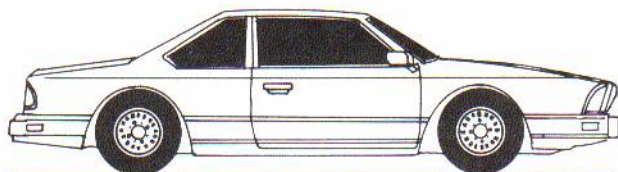
AUTOMOBILES

BMW 633 CSi

The coupe seats four comfortably, although "comfortably" is a mild understatement. An onboard computer handles 10 functions such as average fuel economy, estimated time of arrival, or reading the outside temperature. The 633 CSi is assembled with an exacting precision; the chassis geometry is aligned down to the tenth part of a millimeter. The engineering precision is matched with performance, as indicated by the 8 second 0-60 mph time.

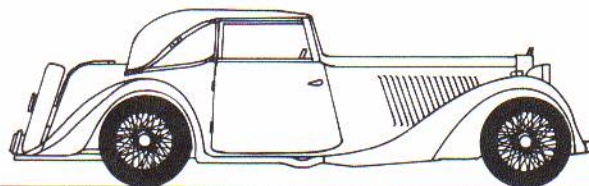
Q Evaluation: The 633 CSi is not really in the same class as the Aston Martin DB series as far as raw performance, but the fit and finish of the automobile are impeccable. The computer chip on the 633 CSi also has potential uses which have not been fully explored. If mated with a co-processing chip, the 633 CSi could operate a stunning amount of electronic equipment. -Dr. Walter Cobbett

Game Information: The 633 CSi is Bavarian Motor Works' top of the line sports coupe. It is a car from which an antagonist might emerge to make a sporting challenge to an agent of Her Majesty's Secret Service; it is not the sort of car appropriate for boorish thugs.



PM	RED	CRUS	MAX	RGE	FCE	STR	COST
+1	3	70	120	300	2	7	23000

AUTOMOBILES

Mark II Continental Bentley

PM	RED	CRUS	MAX	RGE	FCE	STR	COST
+2	5	70	130	200	3	8	28700

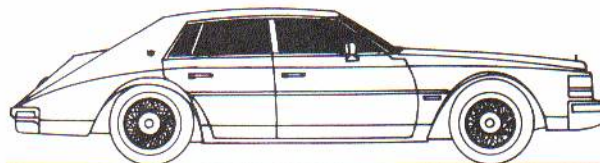
A classic performance car with Rolls Royce heritage, James Bond last drove his beloved Bentley in the mission popularized in *On Her Majesty's Secret Service*, including the scene where he was out-raced by Teresa di Vincenzo, his future wife. Bond had the car customized, of course, as no standard model has ever completely satisfied his exacting standards. His Bentley had an Arnott supercharger which increased performance, but also increased the danger of a serious malfunction. Bond finally released his Bentley when the petrol situation became excruciatingly expensive.

Q Evaluation: A car of another era, an era when how you did something was as important as what it was you actually accomplished. The Bentley could produce, especially in the hands of 007, but it had a stately quality somewhat lacking in, say, the Ferrari 512 Berlinetta Boxer, and which is totally absent from the American behemoth which Dr. Cobbett drives. -Q

AUTOMOBILES

Cadillac Seville

A Cadillac Seville is a big car which looks its size; 204.8 inches long, it manages to look longer. Powered by a 5.7 litre V-8 engine, the Seville prefers to use its power to give the driver a sense of effortless driving rather than attempt high performance. This is one of the first cars to have the astounding Delco-GM/Bose sound system, and many enthusiasts say the system performs its best in the Seville. The Cadillac Seville has ample seating for six persons.



PM	RED	CRUS	MAX	RGE	FCE	STR	COST
0	5	60	110	340	3	8	12600

Q Evaluation: *A tremendous mass of metal with rather anemic performance; wholly unsuitable to our work. However, we do discuss modifications of such a car on a regular basis; Achmal Al Korba owns one. The leader of TAROT's terrorist section must certainly own a highly modified vehicle. We extrapolate from bits of available information in order to better prepare our agents who might be confronting Al Korba. As far as is known, the vehicle has no weaponry, but it does carry a series of sophisticated defensive systems as well as the maximum amount of armour which it is feasible to put on a car such as the Cadillac Seville. Apparently Achmal Al Korba is very nervous about the chance that someone aware of his handiwork may reciprocate in kind. -Q*

Game Information: Most Cadillacs are owned by a cross section of people who are doing well; the Cadillac has long been a Yankee way of saying, "I've made it." Unfortunately, most M.I.6 agents see a Cadillac owned by one whose idea of a cross section is cutting a person into four equal parts. The Heavy riding in a Cadillac is the one from whom the heavies in the Caprice Classics take orders. Villains still seem to prefer black as the color of their Cadillacs.

AUTOMOBILES

Chevrolet Corvette

1984 saw the introduction of the first new Corvette design in 15 years. The body is bolt-on fiberglass on the front and end of the car, while the central section is fiberglass bonded to steel. The powerplant remains the same, except as the car is 300 pounds lighter, performance is increased. Said performance is a 0-60 mph time of 7.1 seconds, and a skidpad rating of 0.896g, giving the Corvette the best lateral acceleration of any sports car in the world. The Corvette rides on Goodyear Eagle P255/50VR-16s, low profile tires designed specifically for the Corvette. The Corvette will seat two persons.

Q Evaluation: *Although I will mildly protest Chevrolet's self-proclaimed title for the Corvette — The Most Advanced Production Car On the Planet — I am pleased such a fine American sports car is being produced. I am apparently not alone; Jeffrey Kingston, Marcel Dupre's premier assassin, has adopted the Corvette as his vehicle. I understand his version comes equipped with a brace of anti-vehicle rockets. -Dr. Walter Cobbett*

Game Information: Brash young American NPC's will doubtlessly challenge British agents driving those British automobiles, especially if the M.I.6 agent is of the opposite gender. A certain amount of peevishness is to be expected when the Corvette owner loses.

The Corvette gains a +1 EF modifier when making a Double Back maneuver and a +2 modifier when making a Quick Turn maneuver.

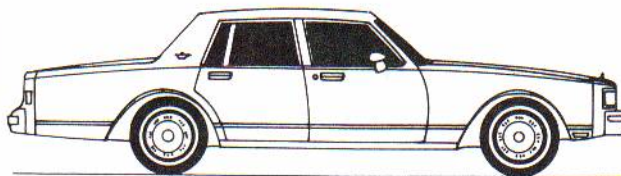
PM	RED	CRUS	MAX	RGE	FCE	STR	COST
+2	4	100	140	375	2	6	15700

AUTOMOBILES

Chevrolet Caprice Classic

The archetype of the large American car. Able to seat six normal passengers, or four very large, muscular gents with more than a passing interest in M.I.6 agents, this Chevrolet is a classic four door sedan. The Caprice Classic is 212 inches long, with a 116 inch wheelbase. When being weighed along the curb, it registers at 3900 pounds. It comes with engines which range in power from 110 to 150 horsepower. About 14.5 seconds pass before the Caprice Classic has gone from 0-60 mph. The estimated mileage of the Classic is a reasonable 17 mpg city, 30 mpg on the highway.

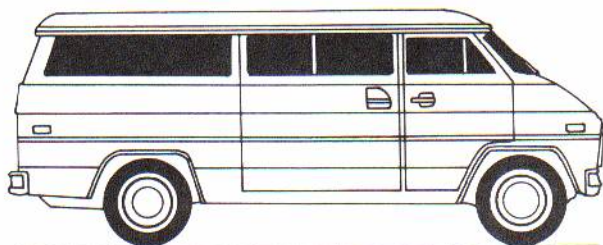
Game Information: This car is the typical heavies' car. There would be only very minor vehicle modifications made to such a vehicle.



PM	RED	CRUS	MAX	RGE	FCE	STR	COST
0	5	60	120	375	3	8	5800

AUTOMOBILES

Chevrolet Van



PM	RED	CRUS	MAX	RGE	FCE	STR	COST
-1	5	50	95	300	3	9	5500

In North America, Chevrolet Vans can be recreational vehicles, personal transportation, or for commercial use. In the rest of the world, the Chevrolet Van is used preponderantly in a commercial role. A Van is one of the better suited car-sized vehicles for transporting people. Thus Vans are used in urban security roles in many nations, and during the mid-1970's was a vehicle of choice for terrorist groups as well.

The performance of a Van is closer to that of a family sedan than a truck. 0-60 mph times will vary from 13.5 to 15.5 seconds, depending on the model of the Van. A high center of gravity causes a mediocre cornering ability. The seating capacity of a Van ranges from two to 12 persons, depending on the model.

Q Evaluation: *Our thoughts on Vans generally run to detection of those Vans being used by terrorists as car bombs. The load capacity of a Van, when devoted to explosives and inflammables, results in a terrifying destructive capability. Fortunately, our stations are installing chemical detectors which will greatly reduce the risk of falling prey to such a device. -Q*

Game Information: Thugs continue to capture and toss M.I.6 agents into the roomy confines of the backs of Vans. Most of these Vans are delivery Vans; the cargo compartment is often walled off from the driver's seat. This is quite well suited for an agent to unbind himself, roundly trounce or outwit the semi-alert tough on guard, and escape without need to interrupt the driver.

Chevrolet Vans receive a -1 EF modification when attempting to perform a Quick Turn maneuver.

AUTOMOBILES

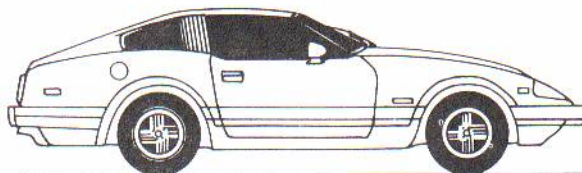
Datsun 280ZX and 280ZX Turbo

Tiger Tanaka, the head of the Japanese Secret Service, owns a 280ZX Turbo as his personal car. Representatives from Station J have informed Q Branch the car is not a standard production model, although attempts at gathering information on the car's secrets have resulted in nothing more than piqued curiosity.

Should Mr. Tanaka's car be other than a stock model, he still should be given credit for choosing a good vehicle as a foundation. The 280ZX covers the 0-60 interval in 9.7 seconds, the Turbo version in almost two seconds less time. The car has a large array of visual and vocal monitors that keep the driver informed of the car's state of being. A car that talks at you without listening for a reply might be irritating at times, but it could be helpful during moments when a driver's attention must be elsewhere than on his instrument panel. The Datsun will seat two persons.

Q Evaluation: *Mr. Tanaka has very politely refused to deny or confirm any of our reasoned speculation about his vehicle. Security measures justify his silence, I suppose, but it is most irritating. I would imagine both M.I.6 and the Japanese Secret Service would benefit from a more open exchange of technologies. -Q*

Game Information: The top line of statistics is for the 280ZX Turbo. The 280ZX suffers a -1 EF penalty when making a Quick Turn maneuver.



PM	RED	CRUS	MAX	RGE	FCE	STR	COST
+2	3	70	130	400	2	6	10500
+1	4	60	130	400	2	6	10000

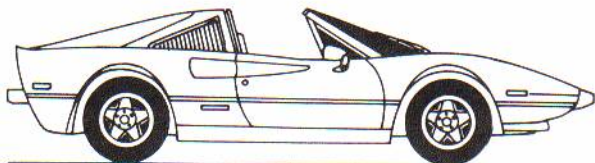
AUTOMOBILES

Ferrari 308GTBi and 308GTSi

The marquee of the prancing horse has long been associated with sports cars and racing success. Romance, too, has been no stranger to the Ferrari. A 3.0 litre double-overhead cam V-8 delivers 205 bhp without undue effort. The low, sleek profile of the Ferrari insures the driver of getting the most from every one of those horses. The 308GTSi has a targa-roof to distinguish it from the other Ferraris one is likely to see. The Ferrari 308 series will seat two persons.

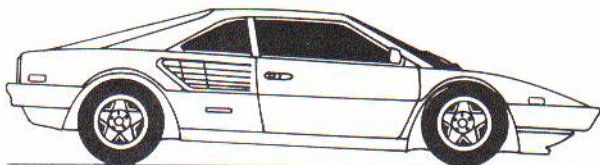
Q Evaluation: *A fine Italian automotive effort. A bit luxurious for a racing vehicle, perhaps, but a solid car nonetheless. 004 spotted an attractive woman driving a 308GTSi along a road just off the E13 outside Turin. Deciding he had nothing more worthwhile to do than make her acquaintance, he followed at good speed. He was delighted when she pulled off onto an infrequently used road. Less delightful were the roadblock and submachinegun fire he encountered. It seems the young lady worked for Squad R, Italy's anti-terrorist organization; they had mistaken 004's behavior as that of a certain terrorist whom they sought. Several uncomfortable hours were spent in custody before 004 was released. He resumed pursuit of the signorina; unfortunately for him, it happened to be 007 who had cleared the matter up with the Italian authorities; thus, the young lady was quite unavailable. -Q*

Game Information: The Ferrari 308GTBi and 308GTSi each receive a +1 EF modifier on the Quick Turn and Double Back maneuvers.



PM	RED	CRUS	MAX	RGE	FCE	STR	COST
+2	3	85	140	190	2	6	32000

AUTOMOBILES

Ferrari Mondial 8

PM	RED	CRUS	MAX	RGE	FCE	STR	COST
+1	4	60	120	250	2	7	38250

Should the Ferrari 308GTSi or 308GTBi seem a slight bit cramped, one may always opt for the Mondial 8. The powerplant is the same as for the other Ferraris, but there is additional headroom, and two "occasional" rear seats. The Mondial 8 has undergone substantial design changes since 1980, the current model obtaining a good deal more performance than its forebears. 0-60 in under seven seconds, and lateral acceleration of about 0.8g are marks of a sports car rather than a sedate sedan.

Q Evaluation: *A fine car which has been made better through conscientious redesign. Ferrari has always been among the premier manufacturers of exotic cars. Their upgrade of the Mondial confirms Ferrari's adherence to this tradition.*

008 has reported seeing Lady Victoria Lynn Richmond driving a Mondial. Apparently the larcenous Lady Richmond believes in driving herself about when on an important errand for TAROT. -Dr. Walter Cobbett

Game Information: The rear seats are small, but adequate for a svelte accomplice or equipment one would rather not have up front where the bullets are flying. Anyone over 5'8" who spends more than half an hour in the occasional seat will suffer a -1 EF penalty on any physical activity for a period of D6 Action Rounds, plus two Action Rounds for each hour spent in the seat.

AUTOMOBILES

Ferrari 365GT4C Daytona

First introduced in 1968 at the Paris Motor Show, the 365GT4C was Ferrari's response to a challenge. Lamborghini had produced a model known as the Miura, which was challenging supremacy of the prancing horse in the GT field. The first 365GT, the 4B, was introduced as the fastest production car in the world. At 174 mph, the claim was substantiated. The design distributed the weight of the vehicle very evenly, and when mated with the V-12 powerplant, the Daytona was ready for any challenge of its day.

Production of the 365FGT4C ended in 1974, when it was replaced by the 512 Berlinetta Boxer.

Q Evaluation: *The car has gained some fame in Q Branch as it is the car driven by Gabriella Respighi, Italy's most famed member of Squad R. She continually has the 365GT4C updated with new tricks, only a few of which we have heard about. She has installed a laser targeting device and remotely triggered rifle in her front grille to allow highly accurate shots against opposing vehicles, and she has installed a heads-up display. Apparently one of our agents has enthused Ms. Respighi about the value of the head-up display.*
-Dr. Walter Cobbett

PM	RED	CRUS	MAX	RGE	FCE	STR	COST
+2	2	100	174	200	2	7	45000

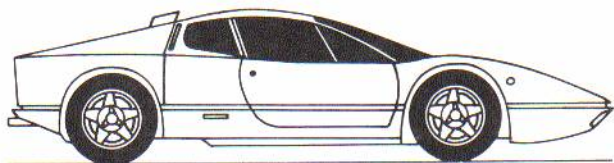
AUTOMOBILES

Ferrari 512 Berlinetta Boxer

The 512 is a quick reference number to answer a common question about the Boxer: it has a 5.0 litre flat-12 engine. The next answer is "Yes, plenty." In fact, the car has 360 hp at 6200 rpm. The Boxer can nudge the underside of 190 mph when exhorted by a hard throttle. The Boxer's 5.1 second 0-60 mph time is the best of any production car now available, and its lateral acceleration is outstanding. This Ferrari is perhaps less comfortable than might be expected, for the Boxer is built for excitement rather than luxury. This is not to say it is uncomfortable; it merely exceeds ordinary comforts less than other Ferraris. The car is not legal in the USA, as it fails many federal regulations. The design of the 512 Berlinetta Boxer has remained unchanged for a decade, yet it is still one of the two fastest production cars in the world.

Q Evaluation: *Giovanni Di Fortelli (code name, the Hanged Man) drives a bright red Berlinetta Boxer. Other members of TAROT are not enthusiastic about Di Fortelli's somewhat conspicuous lifestyle, but Di Fortelli is irrepressible.*

The Boxer is impressive, yet for all its performance it is not an advanced design. The Ferrari achieves its numbers by throwing more of everything into the design in order to squeeze a little more performance out. It is therefore not a car we would care to modify, as the technology is outdated. -Q



PM	RED	CRUS	MAX	RGE	FCE	STR	COST
+2	2	130	190	200	3	8	73500

AUTOMOBILES

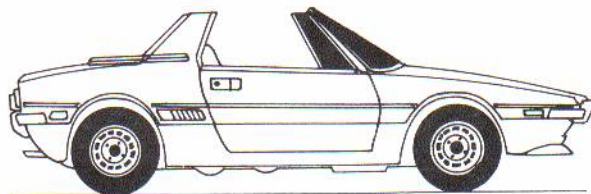
Fiat X1/9

A sports coupe which is efficient first, but still fun to drive. Mid-engined to maximize the room in this small sports car, the X1/9's 75 horses will not intimidate an Aston Martin, but its design will allow the Fiat to corner with any of them.

The Fiat X1/9 has a removable targa top which can be fastened on storage clips in the trunk. The X1/9 seats two persons.

Q Evaluation: *A car which represents a sensible stop up from the standard coupe. One of the smallest sports cars in the world, the Fiat X1/9 has impressed a few of our agents with its nimble handling in urban situations. Many larger cars with greater acceleration and more power have lost the agile Fiat as it bobs through congested areas.*
-Dr. Walter Cobbett

Game Information: The Fiat X1/9 receives a +2 EF modifier when performing a Quick Turn or Double Back maneuver. The Fiat X1/9 is the kind of car a professional such as a lawyer, doctor, or professor might drive, as long as the driver is an independent spirit.



PM	RED	CRUS	MAX	RGE	FCE	STR	COST
0	5	60	110	350	2	4	6850

AUTOMOBILES

Fiat Spider 2000 Turbo

Ability to accelerate from 0-60 mph in 9.8 seconds puts the Spider 2000 in the class with cars more than twice its price. At 5500 rpm, the turbo is putting out 102 horsepower, very respectable for a car weighing 2380 pounds. The Spider 2000 has retained the classic lines with which it was first graced 17 years ago.

The Spider 2000 Turbo seats two persons. The Spider is one of the most venerable soft top convertibles in the world.

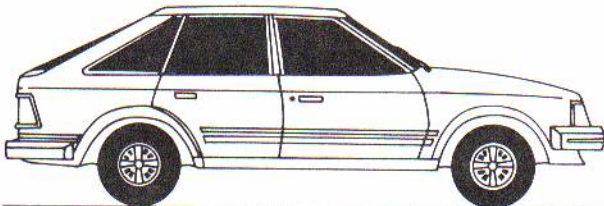
Q Evaluation: *Special agents of Squad R (the Italian anti-terrorist unit) were often assigned Spider Turbos as mission vehicles. This practice is less common than it used to be; in October, 1973, the Red Brigade shot a driver of a Spider 2000 shortly after he crossed the border between Yugoslavia and Italy. The assassin was mistaken in assuming the driver was a certain member of Squad R. The Italian agency's choice of vehicles has been a little more diverse since the incident. -Q*

PM	RED	CRUS	MAX	RGE	FCE	STR	COST
+1	4	60	125	300	2	4	7250

AUTOMOBILES

Ford Escort/Mercury Lynx

The best-selling car in America. The Ford Escort has been improved substantially since its initial model year. A sophisticated fuel injection system improves performance, as does the EEC-IV engine control system; the EEC-IV uses a microprocessor to monitor and control engine operation with a high degree of precision. New suspension gives the car better handling, especially in the reduction of body roll when cornering. A virtual twin to the Escort is produced by the Mercury division of Ford Motor Company. The Ford Escort seats four.

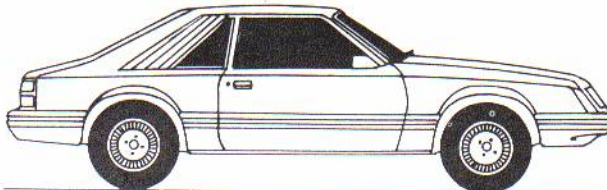


PM	RED	CRUS	MAX	RGE	FCE	STR	COST
-1	5	50	95	300	2	4	3300

Q Evaluation: *A little less than a year ago, we were running some tests with a heavy industrial robot. Mr. Maclean and Dr. Powell had programmed an entirely new data structure for Bertie (our robot) along with some rather clever heuristics which would allow Bertie to perform more abstract tasks than she had ever done before in a factory. Her first task was to retrieve Mr. Mclean's dinner from the seat of his Escort, being very careful not to damage his dinner. Bertie lumbered off; the computer soon reported Bertie could not grasp the dinner lightly enough to satisfy the no-damage criteria. At this point, Mclean and Powell expected Bertie to realize it could not accomplish the mission and return. Instead, the message TOOLPROC INITIATED: SOLUTION FOUND scrolled onto the screen. A few minutes later Bertie returned carrying Maclean's dinner upon an improvised tray — the door of Maclean's Escort. -Q*

Game Information: Any time the GM wants an average US automobile as NPC equipment, he could do worse than to select the Escort.

AUTOMOBILES

Ford Mustang GT 5.0

PM	RED	CRUS	MAX	RGE	FCE	STR	COST
+1	3	60	130	260	2	6	5700

The latest in the line of an American sports car which began two decades ago. It outperforms many cars which are more expensive; where the design dollars went is obvious. Lacking in the sophistication of its European cousins, the car substitutes ebullience.

The Mustang's V-8 routinely delivers 175 bhp. It hustles from 0-60 in eight seconds flat. Its cornering ability, represented by a 0.736g acceleration, is good if not outstanding. The Ford Mustang GT 5.0 will seat four persons.

Q Evaluation: *Dr. Cobbett has always had a fondness for Ford automobiles, and he has spent a good deal of time trying to convince me to procure some of these Mustangs as test vehicles. I was lukewarm toward his proposal until I saw a review in an American automotive magazine which stated "...everybody we know who's bought one thinks it's the greatest thing since draft beer." There shall not be such an automobile in Q Branch as long as I am here. -Q*

Game Information: The Ford Mustang GT 5.0 will often be the vehicle of choice for CIA Rookie and Agent rank characters.

AUTOMOBILES

Ford Shelby Cobra 427

1965 saw an American designed machine sneak away with the FIA Championship for the first time, defeating the best European drivers and cars. The man responsible was Carroll Shelby, sports car driver and fast-talker from Texas. Shelby had designed the Cobra to defeat the Ferraris which had a lock on the FIA. The Cobra 427 was the most impressive street version of the car which won LeMans.

Only 310 of the Cobra 427's were produced before production ceased in 1968. They were fearsome machines, unleashing 450 horsepower from their immense V-8's. The Cobra 427 was somewhat ungainly when it came to quick changes of direction; this area of performance was not equal to the outstanding performance of the Cobra in other areas. The Cobra 427's 0-60 mph time is a spectacular 4.0 seconds. The Cobra 427 will seat two persons.

Q Evaluation: *I had an opportunity to work with Carroll Shelby while he was working on the Ford GT40, upon which the design of the Cobra 427 is based. I was immeasurably impressed with the car, purchasing the street version Cobra as soon as I had the opportunity; Mr. Shelby was decent enough to give me a handsome reduction on the price. The sound and acceleration of the Cobra 427 are unmatched by any car on the street, be it a Ferrari, Lamborghini, or even an Aston Martin. I keep the Cobra meticulously tuned and in top repair, although my jaunts are not as frequent as they once were. -Dr. Walter Cobbett*

Game Information: The Cobra receives a -1 EF penalty whenever the vehicle performs a Double Back or Quick Turn maneuver.

PM	RED	CRUS	MAX	RGE	FCE	STR	COST
+3	3	120	170	190	3	9	45000

AUTOMOBILES

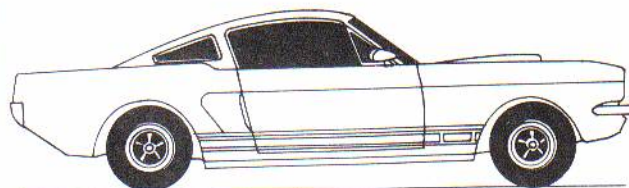
Ford Shelby GT 350

A sportier version of Ford's Sports Car for the Masses, the Mustang, the Shelby GT 350 was introduced in 1965. The car went through a metamorphosis in 1967 and emerged as a softer, more general public oriented car. The '65 and '66 GT 350's are the ones considered here.

A 0-60 mph time of six seconds made the GT 350 the quickest American production car (the Cobra 427 was not considered a production car). The modified Mustang was extremely well behaved on curves. The ride was considered a little harsh, but that was due to the GT 350's heritage as a racing machine rather than a family car.

It was possible to rent a GT 350 from Hertz; all of Hertz's machines were fitted with automatic transmissions when a few overeager customers destroyed the transmission by missing a shift at high speeds.

Q Evaluation: *A rugged car for the necessarily rugged individual. The power and speed of the GT 350 is unquestionable. -Dr. Walter Cobbett*

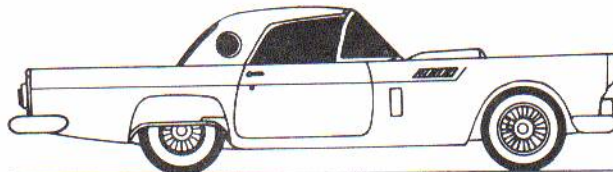


PM	RED	CRUS	MAX	RGE	FCE	STR	COST
+2	3	60	130	220	2	5	19500

AUTOMOBILES

Ford 1955 Thunderbird

The first of the long line of T-birds, a vehicle intimately associated with "cruising" in 50's America. Built as a sporty personal car, the Thunderbird was not without performance: 9.5 seconds from 0-60 mph is respectable by any decade's standards. Top speed was 110 mph, not the wildly optimistic 150 mph declared by Ford salesmen and the T-Bird speedometer. The cost of such a collector's item is over 10 times what the car cost 1955. The Thunderbird seats two persons.



PM	RED	CRUS	MAX	RGE	FCE	STR	COST
+1	4	60	110	250	2	6	24700

Q Evaluation: *You will forgive me, but I am not terribly impressed with the 1955 Thunderbird, or any model year for that matter. I always felt there was too much promotion supported by little enough performance. Our reason for noting the existence of the car is Major Nicholas Burke (code name, the Chariot) is reputed to own and cherish a 1955 Thunderbird, a car with memories antedating his experience with the US Special Forces. Driving such a rare car certainly aids us in following TAROT's commander of military operations. -Q*

Game Information: Nicholas Burke is extremely proud and protective of his vehicle. Any insults or damaging objects directed toward his Thunderbird will evoke a response out of proportion with the incident.

The 1955 Thunderbird suffers a -1 EF penalty whenever a Quick Turn or a Double Back maneuver is attempted.

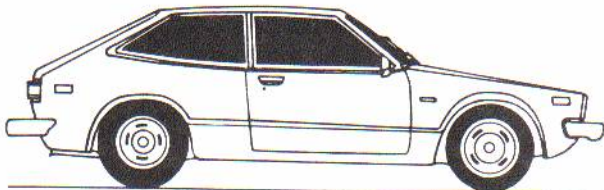
AUTOMOBILES

Honda Accord

Archetypical Japanese economy car which does not sacrifice fit or detail of the finish in order to be economical. The Accord is powered by a 1751 cc, 75 bhp engine. A pleasant list of options comes with the car, and rack-and-pinion steering is available. The Honda Accord seats four persons.

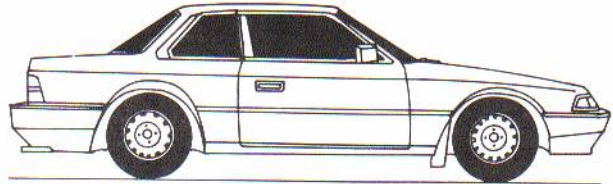
Q Evaluation: *A common, sensible car which does not have the wherewithal to compete with the flashy sports cars. There are times I wish I could assign an Accord to agents such as 004 and 007, those who sink their Jaguar XJ-S HE or blow up their Lotus Esprit, just to drill a little bit of respect for our work into them. -Q*

Game Information: The best use a GM could have for an Accord is as a smokescreen. Players will find "He drives a blue Accord," of less value in identifying a character than "He drives a candy red Porsche 928."



PM	RED	CRUS	MAX	RGE	FCE	STR	COST
-1	5	50	90	475	2	4	4900

AUTOMOBILES

Honda Prelude

PM	RED	CRUS	MAX	RGE	FCE	STR	COST
+1	5	60	120	450	2	4	8250
0	5	60	100	450	2	4	4750

Introduced in 1979, in 1983 the Prelude underwent major modification on the inside while being restyled on the outside. Changes include a completely redesigned suspension systems, an engine which delivers a third more horsepower, and increased aerodynamic efficiency. The price, too, has changed.

While the Prelude warrants at least a glance, it is the demographics of the car which would most particularly appeal to James Bond: 66 percent of the purchasers of all Preludes are women.

Q Evaluation: *Dr. Turner drives a Prelude, although hers is the more mildly priced of the pair. We have modified several of the new Preludes at the request of Tiger Tanaka for use by his agents. We work almost exclusively on the armoring of the cars, although we occasionally install other devices upon request. Income from this service helps patch some of the thinner spots in our development budget. -Q*

Game Information: The dual line of statistics represent the new Prelude on the top, and the earlier model below.

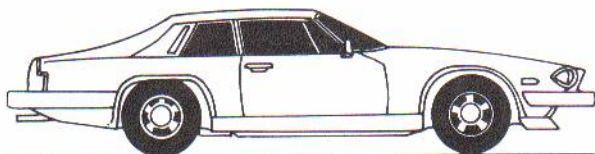
AUTOMOBILES

Jaguar XJ-S HE

The Jaguar XJ-S has been in production since 1976, with the XJ-S HE being a significant redesign of the car. The V-12 engine has a patented "Fireball" combustion chamber which allows a very high compression ratio to be used while also lowering emissions. This accomplishes an increase in efficiency and a good deal of horsepower (262 at 5000 rpm). Lateral acceleration is good, but not fantastic.

The standard of luxury set by the XJ-S may be summarized by the manufacturer's statement, "Optional Equipment Available: None." Standard are Connolly hide seats and interior, elm burl veneer trim on doors and dashboard, and all the requisite driver's aids. The ride is quiet, smooth, and always under the control of the driver. A classic sports coupe; elegance without ostentation. The Jaguar XJ-S HE will seat four persons.

Q Evaluation: *I can think of no finer occupation in the world than working on Her Majesty's Secret Service in the most advanced technological research facility in the world. During my weaker moments, I do wonder what it would have been like to go private and to start my own engineering firm. Such thoughts naturally include the Jaguar XJ-S HE; the car is an engineer's dream in itself. These weak moments were not frequent until four months ago, when 008 purchased an XJ-S HE. -Q*



PM	RED	CRUS	MAX	RGE	FCE	STR	COST
+2	4	70	140	325	3	7	19500

AUTOMOBILES

Jaguar XJ6 Series III

The Jaguar XJ6 line has been around for several years; it serves as a paradigm of the concept of "having stood the test of time" rather than just getting old. Classic lines and modern performance synthesize to become the Jaguar XJ6.

The Jaguar is smooth, lithe, and powerful like its feline namesake: a sedan driven by an electronically fuel injected 4.2 litre double-overhead cam engine which is rated at 176 horsepower. Power assisted rack-and-pinion steering get you where you want to be without wobbling off to somewhere you would rather not go.

The Jaguar XJ6 has a more luxurious version known as the Vanden Plas. For the additional sterling you receive walnut veneer trim, custom hand-crafted seats in doeskin leather, additional quiet, two tone body stripes, and a good number of other interior features.

Both models come with enough features to easily claim the title of luxury sedan. Each model will seat five persons comfortably.

Q Evaluation: *A very fine car indeed; somewhat a superfluous statement made about any vehicle with the Jaguar marque. We have heard Lady Victoria Lynn Richmond is chauffeured about in a Vanden Plas when she plays at being respectable, rather than working as the princess of thieves for TAROT. -Q*

Game Information: The XJ6 Series is a good vehicle to be driven by a Beautiful Foil, and perhaps a Mastermind rank NPC. The second cost listed is the cost of the Vanden Plas.

PM	RED	CRUS	MAX	RGE	FCE	STR	COST
+1	5	60	110	475	3	8	18000
							19500

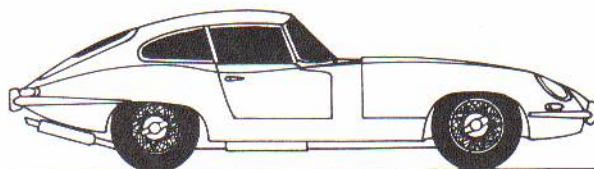
AUTOMOBILES

1955 Jaguar XK-140-MC

The 3.4 litre XK-140 was an outstanding accomplishment of the British motor industry. Well conceived and flawlessly executed, the Jaguar was performance, style, and value combined in a manner which has yet to be duplicated. Weight was perfectly distributed between the front and rear portions of the vehicle, the 210 bhp was generous for the car's weight, and the Jaguar had just the proper amount of understeer to make for remarkable handling around sharp turns.

Q Evaluation: *I rather miss the Branch XK-140-MC; we were rid of it in 1963 when it was rather badly damaged in one of 006's missions. 007 had taken better care when he drove the car. -Q*

Game Information: The Jaguar XK-140-MC receives a +1 EF bonus when attempting a Quick Turn maneuver.



PM	RED	CRUS	MAX	RGE	FCE	STR	COST
+1	2	60	130	200	3	7	20000

AUTOMOBILES

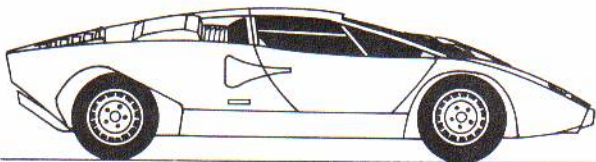
Lamborghini Countach

A design which has essentially been unchanged since its inception in 1971. When you have the fastest production car in the world, why tinker? The V-12 is more than adequate at 350 horsepower, and its position in the middle of the car is a delight for drivers and an irritant for mechanics. Everything about the Countach speaks of performance: four-wheel disc brakes unmatched by any other car; fully independent suspension; and a very slippery coefficient of drag. The car is so low that getting in and out can be a measure of an individual's agility. Once inside the Countach, the driver is certain to notice the acceleration which glues one to the seat; 5.7 seconds from 0-60 can do that. Lateral acceleration of 0.869g is outstanding, and its braking system is unparalleled by any other car in the world.

Another car that is not legal in the USA, the Countach has avid (and wealthy) fans just about everywhere else. The Lamborghini seats two.

Q Evaluation: *Lamborghini has chosen its marque well: a charging bull. The Countach is a car of brute power hidden by graceful lines. The lateral acceleration of the Countach is second in the world only to the 1984 Chevrolet Corvette, while its straight ahead speed is second to none. It is inconveniently shaped for the sort of modifications we would like to place in a car; the Aston Martin automobiles are better suited to our purposes. -Q*

Game Information: The Countach receives a +1 EF modifier when making a Quick Turn, and a +2 modifier when making a Double Back maneuver:



PM	RED	CRUS	MAX	RGE	FCE	STR	COST
+2	1	110	192	310	2	6	69000

AUTOMOBILES

Lancia Zagato

All the various models of the Zagato were produced from 1959 to 1967. Not truly a sports car, but a custom built aluminum body coupe with a sporting heritage. The Zagato has a distinct indented roofline (dubbed the double-bubble) which lends the car a unique appearance. The Zagato sold for more than did the contemporary Jaguars, guaranteeing a very exclusive clientele.

PM	RED	CRUS	MAX	RGE	FCE	STR	COST
0	4	60	115	240	2	5	38200

Unlike many custom-built cars, the Zagato was built for regular use, and was built for dependability and durability. Leather upholstery and wood and aluminum trim assured the owner the Zagato was also built for style and comfort. The top of the line, the Lancia Flamina Zagato Spyder, was a convertible.

Q Evaluation: *The Lancia Flamina Zagato Spyder was driven by Teresa di Vincenzo when she defeated 007 on the road between Abbeville and Montreuil. Sadly, it was also the car in which Commander Bond and Teresa were driving to their honeymoon...Blofeld murdered Teresa from a passing car. 007 has never quite regained that piece of himself. We still have the Lancia here at Q Branch. We maintain it, take it out for a spin now and then, keep it clean and polished and that sort of thing. 007 helps pay for the upkeep. -Q*

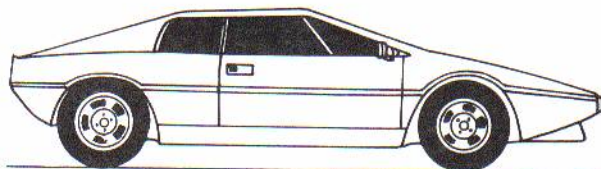
Game Information: Classic car for the Beautiful Foil. Never, never should a punk or other riff-raff be driving a Lancia Zagato, although a Fellow Agent might drive one.

AUTOMOBILES

Lotus Esprit

The Lotus Esprit is a lightweight (1980 pounds) sports car which utilizes aerodynamic drag to keep it on the road. This sleek looking vehicle has an excellent coefficient of drag (a measure of wind resistance) which aids the car's performance.

The Esprit is only 130 inches long, partly due to the engine being in the middle of the body, which removes the need for much of a car's length. It is powered by an engine with a 160 horsepower maximum, and it can go from 0-60 mph in 8.4 seconds.



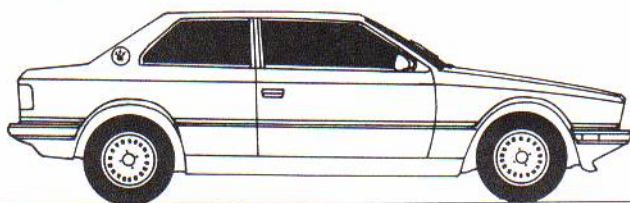
PM	RED	CRUS	MAX	RGE	FCE	STR	COST
+1	3	95	140	220	2	5	22000

Q Evaluation: *When 007 was to go against Stromberg, it was apparent that much of his mission might occur in the water. We here at Q Branch decided that the shape, weight, and size of the Lotus Esprit made feasible a modification which would allow the Lotus to be submersible. The cost of the conversion was to be about 750,000 pounds. It was a measure of the importance of the mission that such an expense was considered reasonable. The submersible would be able to travel approximately 15 miles underwater before it would need to be recharged. This version of the Esprit was to be equipped with a snorkle to allow it to cross rivers which were no deeper than 16 feet. -Q*

Game Information: For details of the special features of the Lotus Esprit used in *The Spy Who Loved Me*, see the appropriate entries in the Vehicle Modification section.

AUTOMOBILES

Maserati Biturbo



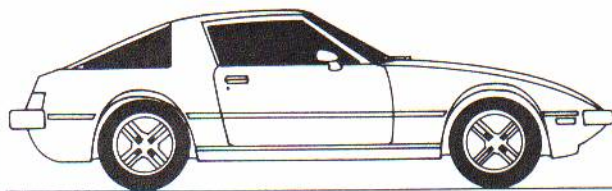
PM	RED	CRUS	MAX	RGE	FCE	STR	COST
+2	2	80	160	250	2	6	17500

2.0 litres has never been like this before. The Maserati Biturbo delivers 180 horsepower, an impressive figure even for engines which would be 25 to 50 percent larger than the Biturbo's. A moderate curb weight of 2395 pounds allows the engine to bring the car from a standing start to 60 mph in 7.9 seconds. Unlike some sports coupes, the Maserati Biturbo can seat four persons quite comfortably.

Q Evaluation: *A car which holds up well in any evaluation, be it cost-benefit analysis or appreciation of styling. The Biturbo's distinctive Maserati trident marque seems to have attracted one unpleasant individual. Karl Ferenc Skorpios, the Mastermind of TAROT, is known to favor the Maserati Biturbo when he must travel by road. He always does the driving himself, not trusting his welfare to the care of any of his underlings. -Q*

AUTOMOBILES

Mazda RX-7



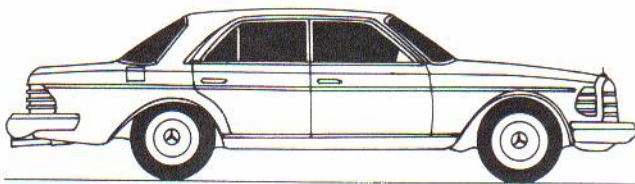
PM	RED	CRUS	MAX	RGE	FCE	STR	COST
+1	4	60	120	320	2	4	5700

Uniquely powered by a rotary engine, the RX-7 operates with a smoothness alien to most piston driven cars.

Q Evaluation: *Q Branch has evaluated the RX-7 for special modifications to the rotary engine which would make the car run very quietly. We have found we are able to lower the external noise of the engine by more than 25 decibels. 008 has used the test vehicle on one of her most recent missions, reporting the modified Mazda is positively stealthy, more like a mechanized big cat than an automobile. We are continuing our attempts to improve the vehicle. We have only one in stock at the moment, but we have reason to believe Mr. Tanaka may be able to obtain one for us. -Dr. Walter Cobbett*

Game Information: Should the characters be given one of the Q modified vehicles, along with a pair of TH-70 Nitefinders, the car could travel quite stealthily in the dark. A -4 EF modifier is applied to the PER roll of a character trying to spot the modified Mazda in the dark.

AUTOMOBILES

Mercedes 240D

PM	RED	CRUS	MAX	RGE	FCE	STR	COST
-1	5	60	100	475	2	6	13200

The basic model of the Mercedes line of cars. The 240D is for the individual who is in no particular hurry to get anywhere, wishes to drive the car and to experience no irritation with the vehicle while on the journey; a no-nonsense car in a lofty sort of way. The 240D has a four-cylinder 2.4 litre diesel engine which produces 67 bhp. The braking system is excellent, but the acceleration is anemic. The ride in a Mercedes 240D is smooth and quiet, a pleasant sensation that can be shared by five persons.

Q Evaluation: *Not the sort of vehicle one would expect an M.I.6 agent to drive, and in truth they rarely do. The exception is 005, who believes in doing things a bit differently from the rest. He drives a 240D on many of his missions in the belief that his opponents will be expecting someone in black tie formal wear, driving an Aston Martin. His estimation of his opposition has been rather near the mark. -Q*

Game Information: The Mercedes 240D receives a +1 EF modifier whenever the vehicle is making a Double Back maneuver.

AUTOMOBILES

Mercedes 300SL

1954 saw the emergence of the Mercedes 300SL Gull-Wing sports car. The Gull-Wing referred to the doors, which opened from a hinged section of the roof of the car. The rounded contour of the 300SL gave the doors the appearance of seagull wings when the doors were open.

The engine was an uncommon single-overhead cam linear six cylinder arrangement. Its performance was also uncommon for the day; a 7.4 second 0-60 mph time. The 300SL achieved renown more for its reliability and ruggedness than for its pure speed. It won the Mexican Road Race, a race which started at the southern border of Mexico and ended at the southern border of the USA. A 35-gallon fuel tank (standard for the 300SL) did nothing to hinder the effort. The 300SL seats two.

Q Evaluation: *An interesting vehicle which achieved renown for many aspects of its operation. The car would still be a respectable sports car today, bowing only to a very few elite cars. Our interest in the 300SL is somewhat tangential to the vehicle itself. Sir Hugo Drax owned and drove a Mercedes 300SL. -Q*

PM	RED	CRUS	MAX	RGE	FCE	STR	COST
+2	3	60	140	375	2	6	55000

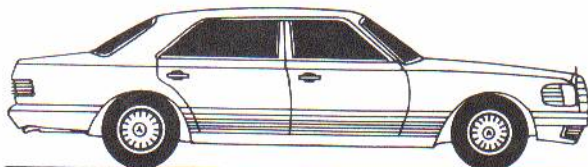
AUTOMOBILES

Mercedes 380SEL

Prussian luxury; an accurate, if oxymoronic, phrase describes the 380SEL. A masterful solution to the problem of the conflicting values of crisp handling and a comfortable ride, the 380SEL sedan is a sophisticated means of transportation. 155 horsepower produced at the relatively low 4750 rpm insure a responsive yet quiet vehicle. The 380SEL will seat five persons.

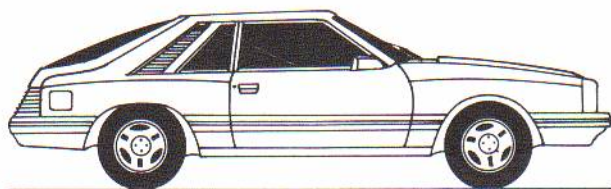
Q Evaluation: *The Mercedes 380SEL is a favorite with West German special security forces, as well as the West German BND. When used in a security role the 380SEL is often well armoured. Mercedes Benz itself has some ability to armour its vehicles. -Q*

Game Information: An M.I.6 agent would meet an important character in the rear seat of a car such as this; a Mastermind, or a Shady Contact, or even a Fellow Spy all fall into this category.



PM	RED	CRUS	MAX	RGE	FCE	STR	COST
+1	5	60	110	450	3	7	28000

AUTOMOBILES

1977 Mercury Capri

PM	RED	CRUS	MAX	RGE	FCE	STR	COST
+1	4	60	120	320	2	6	3100

The 1977 Mercury Capri was the last year the Capri was an international car, built in factories in Europe and in America. The coupe is not a true sports car, but a passenger car designed along the lines of a thoroughbred. The Mercury Capri will seat four persons.

Q Evaluation: *Dr. Powell owns a 1977 Mercury Capri. I must admit the attraction of importing an American car, which was assembled in Europe to begin with, escapes me. The notion seems inefficient at the least. Dr. Powell claims the car has special qualities. He points out that when 004 had to borrow the car for use on a mission, the Capri had the distinction of being the first major piece of equipment used by 004 which was returned from a mission undamaged. My opinion was that, given the vast amount of equipment which 004 has consumed during his missions, there was a statistical certainty he would return at least one piece in good condition. -Q*

Game Information: The Mercury Capri will be driven by Civilians who have peculiar talents which may or may not prove useful to the players. These NPC's will often have many Fields of Experience and perhaps some skills.

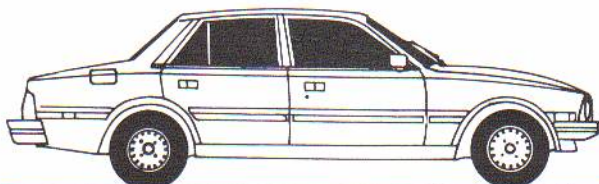
AUTOMOBILES

Peugeot 505S Silver Edition

The Peugeot 505S Silver Edition is an upscale edition from a maker of sensible cars. A leather wrapped steering wheel complements the leather seats, which are designed without springs using a polymerized foam for damping oscillations which cause car sickness. The power steering is variable, delivering more power when needed, less in situations such as cruising on a straight highway, or on a slippery road where oversteering could be dangerous. The driver's seat automatically warms itself when the temperature drops below 57 °F. Folding armrests, electrically operated windows, sunroof, and antenna, and a limited slip differential are among the extras which are packaged together in the 505S. The Peugeot 505S will comfortably seat five persons.

Q Evaluation: *007 had some experience with a Peugeot when he drove Melina Havelock's car after his Lotus self-destructed. Ms. Havelock now owns a 505S. I am given to understand she handles herself and her car quite well these days, or so 004 informs me. -Q*

Game Information: The wonderful extras with which the Peugeot 505S comes equipped may not be of particular interest to an agent of M.I.6, but they will certainly be of interest to the emerging criminal sophisticate, as well as to the romantic interest in an agent's life.



PM	RED	CRUS	MAX	RGE	FCE	STR	COST
-1	4	60	95	500	2	6	8800

AUTOMOBILES

Police Cars

Game Information: This is not a single car. It is a list of modifications which will apply to all police vehicle statistics. Add the modifiers to the statistic of the vehicle which is being used as a police car. Thus, the Redline of a police car is one lower than for the standard vehicle. This is due to the heavy duty electrical system, improved coolant system, superior tires, and the improved suspension of police vehicles.

A police vehicle will always have a first aid kit, rope, crowbar, jumper cables, and a light or sign for directing traffic. Some police vehicles will have minimal repair equipment for the repair of their own vehicle or the vehicles of others.

All police cars in the USA have a backseat cage restraint separating the front seat from the back. This is not true of all police cars of other nations, although it is true of the majority.

Some police cars will have a computer terminal for rapid verification of vehicle registration and criminal records. The radios in most police cars have a range of 20 miles. In some areas, there exist satellite boosting stations to increase this range to nearly 200 miles.

PM	RED	CRUS	MAX	RGE	FCE	STR	COST
0	-1	0	+10	0	+1	+2	+2500

AUTOMOBILES

Pontiac 6000STE

The Pontiac STE is an enthusiast's sedan with plenty of high technology equipment to match that of a European or Japanese manufacturer. The STE stands for "Special Touring Edition," indicating a car with more style and a little more kick than the non-touring edition. 135 bhp are produced from the STE's 2.8 litre V-6 engine. The Pontiac's brake system is excellent, and the lateral acceleration is exceptional for a sedan. Weighing a trim 2837 pounds, the lean shape of the STE gives a surprisingly good coefficient of drag. The Pontiac 6000STE will seat five persons.

Q Evaluation: *007's friend, Felix Leiter, drives a Pontiac 6000STE. His tastes in automobiles are apparently a little more traditional than those of his daughter. I find myself more in agreement with his daughter. -Q*

PM	RED	CRUS	MAX	RGE	FCE	STR	COST
0	4	60	120	360	2	6	9225

AUTOMOBILES

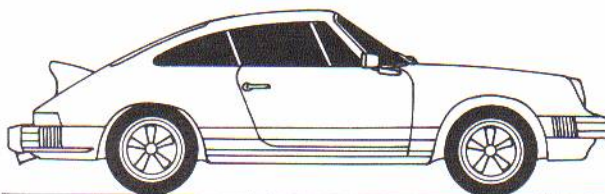
Porsche 911SC Cabriolet

The 911 has been a product of Zuffenhausen for nearly two decades. It is the oldest continuous production car design in the world. The continuity is an indication that someone did something right in engineering the 911.

The Porsche is quick to start, quick to stop: 6.9 seconds from 0-60, and 175 feet is all it needs to stop from 70 mph. The Cabriolet is a convertible, which makes bullet proofing the car a bit difficult. It is also noisier than other cars in its class, making the 911SC a poor choice for missions requiring stealth. The 911SC is powered by a 172 bhp flat six, more than sufficient for the 2750 pounds of car it must propel.

The Porsche 911SC will seat four persons, although the last two may feel a bit cramped.

Q Evaluation: *After two decades, the Porsche 911SC is about as inconspicuous as an automobile of that calibre can be. This factor has encouraged the GSG9 (West German anti-terrorist squad) to assign the 911SC to some of its most effective agents. -Q*



PM	RED	CRUS	MAX	RGE	FCE	STR	COST
+2	3	60	135	450	2	5	22500

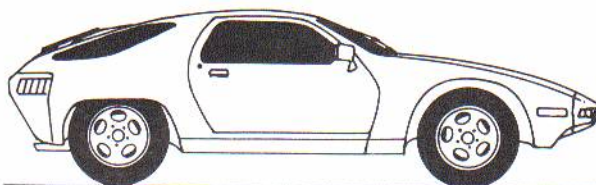
AUTOMOBILES

Porsche 928S

The 928S is the sportiest car in the Porsche stable. The car is fast: 146 mph top speed; 0-60 mph in 6.8 seconds. The V-8 powerplant is all-aluminum and water-cooled, producing 234 bhp at 5500 rpm. A heavier car than the 911SC, the 928S actually corners slightly better than its lighter counterpart. The 928S can seat four persons.

Q Evaluation: *This car is a favorite with TAROT operatives, most probably because Isa Nakahara, TAROT's head of research and development, drives one. She would therefore have considerable experience with the sorts of modifications which might be made to such a vehicle. We consider the Porsche 928S to be the most equal threat any agent driving an Aston Martin DB-V is likely to encounter. -Q*

Game Information: The 928S receives a +1 EF modifier when attempting either a Quick Turn or Double Back maneuver.



PM	RED	CRUS	MAX	RGE	FCE	STR	COST
+2	3	100	146	360	2	7	25300

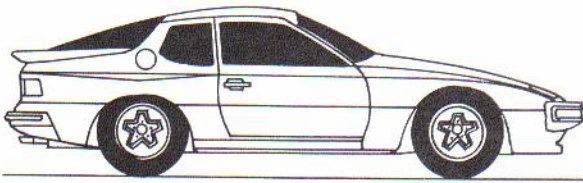
AUTOMOBILES

Porsche 944

The Porsche 944 is an inexpensively priced sports car (by Zuffenhausen standards) which has incorporated a good deal of state of the art electronics and other technologies. The fuel injection on the 944 is the Digital Motor Electronic system, the most advanced on any Porsche, which precisely controls the ignition as well as the fuel flow. The engine is an inline four-cylinder all-aluminum engine displacing 2.5 litres. The engine is an extremely clever modification of the 928S V-8, using balance shafts to insure smooth running. Output of the powerplant is 143 bhp. Weighing 2790 pounds, the car responds quickly, both in a straightaway (0-60 mph in 8.3 seconds) and in the curves (0.818g lateral acceleration). A fine addition to the Porsche line, the 944 will seat four persons.

Q Evaluation: *A CIA friend of 007 drives a Porsche 944. She recently had a nasty scrape or two put in the car by automatic rifle fire. I can only assume that as the car was not perforated, it must have had a good set of barding applied to it; I imagine it would be similar to what we would do for an Aston Martin. -Q*

Game Information: The Porsche 944 receives a +1 EF modifier for the Double Back maneuver, and a +2 for the Quick Turn maneuver.



PM	RED	CRUS	MAX	RGE	FCE	STR	COST
+1	4	60	120	360	2	5	11500

AUTOMOBILES

Renault Alliance

Voted car of the year in Europe and in America, the Alliance is a solid, economical car, which handles firmly. The Renault Alliance weighs only 1980 pounds. This lack of weight allows the 64 bhp engine to maneuver the car with some crispness. The lateral acceleration is respectable at 0.739g, certainly acceptable for average driving. As is to be expected, the Alliance's 0-60 mph time will not frighten any sportier car, but the 15.4 second time is adequately recompensed by the 37 mpg rating of the Alliance.

The Alliance also represents a major step in cooperation between French and American industry; the Alliance is now assembled in America (at Kenosha, Wisconsin) with major components coming from French manufacturers. The Alliance will seat four persons.

Q Evaluation: *An economy car which is substantially less expensive than many of its rivals. We know the French foreign intelligence service, the SDECE, has modified some of these automobiles to become mobile sensors. Infrared scanners, long-range microphones, acoustic sensors, and the like are skillfully built into each Renault. Restructuring the Renault involves a good bit of money itself, so an inexpensive yet sound vehicle such as the Alliance is a logical choice. -Q*

Game Information: The Alliance is a good choice for the car of an NPC who is valuable to a character. Having to escape villains in the Alliance should prove challenging to characters with sufficient Hero Points to survive the risks.

PM	RED	CRUS	MAX	RGE	FCE	STR	COST
-1	5	50	90	460	2	4	3300

AUTOMOBILES

Renault Fuego Turbo

The Fuego Turbo is the first Renault which could be considered a sports model. The 1.6 litre turbocharged engine is rated at 107 bhp, sufficient for any road. A 0-60 mph time of just over 10 seconds is a hefty improvement over Renaults of the past. Lateral acceleration is good at 0.774g, better than such performance cars as the Datsun 280ZX Turbo. Mileage of the Fuego Turbo is a satisfying 27.5 mpg. The appearance of the Fuego is quite a bit more stylish than other Renaults. The Fuego Turbo seats four persons.

Q Evaluation: *Gigene, the French anti-terrorist unit, supplies bullet proofed versions of the Renault Fuego Turbo to many of its agents. The Fuego Turbo has performed admirably in this line of work, there being no injuries attributable to failure of the automobile to perform in extreme conditions. Incidence of mechanical failure has been lower than was expected. -Dr. Walter Cobbett*

PM	RED	CRUS	MAX	RGE	FCE	STR	COST
+1	5	60	110	400	2	4	5100

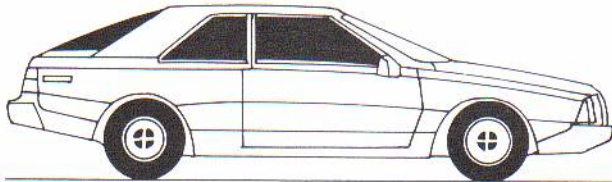
AUTOMOBILES

Renault 18i

The Renault 18i has been something of a disappointment to Renault, for the car has not sold as well in the United States as had been hoped. Marketing strategy rather than any flaw of the 18i is mostly to blame for the car's misfortunes.

The 18i has been revised to increase its appeal; the final drive ratio has been lowered to improve gasoline mileage, and the powerplant is that of the Fuego without the Turbo. The inline four-cylinder engine displaces 1.6 litres. The engine is rated at 81.5 horsepower. The styling of the 18i is adequate, and there is ample room to seat four persons.

Q Evaluation: *The Renault 18i is a common French police vehicle. Beyond the normal modifications required for a police car, nothing is usually done to the 18i. TAROT has a sinister little cottage industry turning 18i's into car bombs which resemble police vehicles. -Q*

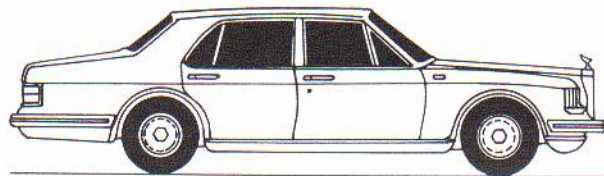


PM	RED	CRUS	MAX	RGE	FCE	STR	COST
0	5	50	100	400	2	5	4900

AUTOMOBILES

Rolls Royce Silver Spirit

An ultraluxury sedan, almost certain to get you noticed in all neighborhoods but the most exclusive, the Silver Spirit is built to shield its passengers from all of the petty annoyances of automotive travel. The raw numbers do not adequately describe the elegant, quiet performance of the Silver Spirit. They are for a crude comparison between the Silver Spirit and the other cars on the vehicles list.



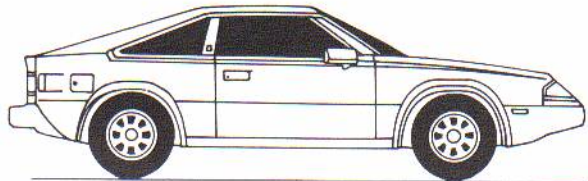
PM	RED	CRUS	MAX	RGE	FCE	STR	COST
0	4	60	120	250	3	9	65000

The Silver Spirit is 207.8 inches long, powered by a smooth 6.8 litre V-8 electronically fuel injected engine. The V-8 is rated at 210 horsepower. The Silver Spirit gets 10 mpg in the city and 13 mpg on the highway. If necessary, the Silver Spirit can accelerate from 0-60 mph in 11.0 seconds. The Silver Spirit is available commercially, if one is willing to wait a bit.

Q Evaluation: *If there is a finer car in the world than a Rolls Royce, I should very much like to see such a vehicle. We occasionally modify Rolls Royce automobiles on the personal request of Her Majesty, The Queen. We can disclose the obvious in mentioning the automobiles are brought to us for security modifications; revealing more would do a great disservice to my country. -Q*

Game Information: A Rolls Royce will be used by such NPC's as Important Civilians and Major Villains, and there is a remote possibility that a Beautiful Foil will occasionally be chauffeured about in a Silver Spirit.

AUTOMOBILES

Toyota Celica GT-S

PM	RED	CRUS	MAX	RGE	FCE	STR	COST
0	5	60	110	450	2	5	5200

The Toyota Celica GT-S is a sports coupe with its roots deeply embedded in a line of economy cars. It represents reasonable performance at a reasonable price. The Celica GT-S weighs a little over 2400 pounds, is a fraction over 176 inches long, and has a 2.4 litre engine which produces 105 horsepower. It will accelerate from 0-60 mph in 11.0 seconds, and delivers 25 mpg in urban areas and 38 mpg on the highway. A good quality, reasonably inconspicuous automobile, the Toyota Celica GT-S will seat four persons.

Q Evaluation: *006 has a distinct dislike for this car. In three months in 1983, on three different continents, assailants driving Toyota Celica GT-S's have attempted to kill 006. The loss of Branch equipment was horrendous as 006 requisitioned and lost more equipment than did the rest of the "00" section in his attempts to find and eliminate his opponents. -Q*

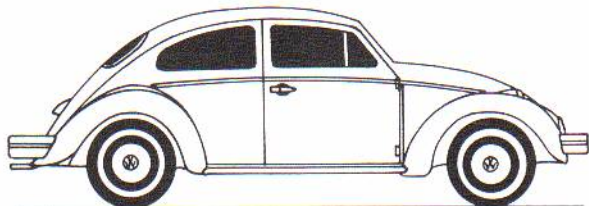
AUTOMOBILES

Volkswagen Beetle

The economy cars of today are sometimes referred to as Econoboxes. The Beetle was the Econobubble that began it all. The air-cooled engine produced under 60 bhp, and the less than aerodynamic shape of the Beetle put a sharp upper limit on the kind of mileage which could be expected from it. The Beetle was an advanced design in its day, but technology has since passed it by. The Beetle is still produced in Mexico and Brazil. The vehicle can seat four persons of average stature.

Q Evaluation: *When the Beetle first appeared over three decades ago, I purchased one. Greta (my Beetle) served me well until the day 004 had his misfortune testing the weapons systems of the Wallis Autogyro. In the hurry to repair and redesign the Agile in time for use in 007's mission, we had to cannibalize Greta for parts. I purchased a second Beetle, dubbed Anthea, which I still own. I have made several modifications to the car, including a quick-release engine system which I developed. The quick-release system allows me to remove the engine and emplace it, in less than 30 minutes, within a light aircraft I have built. Such a system, of course, makes routine maintenance a bit more difficult, but I do it myself anyway. -Q*

Game Information: Beetles will always be owned by eccentric NPC's, most probably Civilians. Whether or not the eccentricity will prove of use to characters is discretionary on the part of the GM.



PM	RED	CRUS	MAX	RGE	FCE	STR	COST
-2	5	50	90	280	2	4	1600

AUTOMOBILES

Volkswagen Rabbit GTI

The Mercedes 240D is the no-nonsense car in a lofty sort of way; the Rabbit GTI is the no-nonsense car in a fun sort of way. The GTI is economical, handles well, and has a top speed of close to 110 mph. The GTI can go from standing to 60 mph in 10.6 seconds, requiring only 153 feet to stop after achieving that speed. The inline four-cylinder engine is rated at 90 bhp; the engine displacement is 1780 cc's. The lateral acceleration of the GTI is 0.797g, a value only 0.001 less than that of the Porsche 911SC. At a rating of 29 miles per gallon, the Rabbit GTI is less thirsty than most sports cars. The Rabbit GTI will seat five.

Q Evaluation: *An indication of the sort of driving one can experience in a Rabbit GTI is that the GTI was 008's second choice behind the Jaguar XJ-S HE. Obviously the GTI is not the performer the XJ-S HE is, but for the difference in price, the debate was at least understandable. -Q*

Game Information: The Rabbit GTI is a good car for an NPC to drive. The GTI is fast enough to stay on the road with most cars, yet not so exotic as to be immediately recognizable by characters. Shady Contacts who are independent (as opposed to mobsters) might be partial to such a car, as would Technicians and Civilians with technical backgrounds.

PM	RED	CRUS	MAX	RGE	FCE	STR	COST
+1	4	50	110	300	2	4	4700

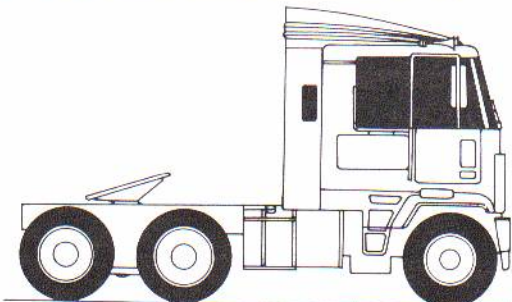
MISCELLANEOUS LAND VEHICLES

GMC Aero Astro

A typical large semi-tractor trailer truck, the Astro is capable of carrying 50,000 pounds of cargo before the load will have any effect on the vehicle. The Aero Astro is the sort of truck one finds on the superhighways of America, while they are somewhat conspicuous elsewhere in the world. When an organization needs to move heavy cargo a long distance over roads, this truck will be their choice. The spoiler adds to the operating efficiency, as well as about four feet to the height of the cab. The Aero Astro needs more than 15 feet of clearance before a driver can guarantee no damage to the cab or trailer. Aero Astros are powered by 329 horsepower diesel engines. The engine receives its fuel from dual 150 gallon tanks. The truck will seat two persons, and there is often a sleeping berth in the back of the cab.

Q Evaluation: *The large lorry is a peculiar development; not nearly as efficient at moving freight as are the railroads, this lorry has become an important part of long distance shipping in North America. Our acquaintance with the Aero Astro is based on an incident in December of 1981. TAROT thought it might be a good idea to attack Parliament in time for the holidays. Three Aero Astros landed at Bristol, and then headed toward London on the M4. The first lorry contained generators, fuel, and support equipment; the second had electronic monitoring equipment as well as the personnel needed for the operation; the third held three MGM-52 Lance surface-to-surface missiles with 1000-pound cluster fragmentation warheads. The operation was to set up at a point outside Theale, Berkshire, at 0600 hours on 7 December, ready to launch at 1100 hours. Fortunately for us, one of the launch personnel was 006. Not so auspicious was the escape of Achmal Al Korba, the man in charge of the operation. -Q*

Game Information: The Force value of the truck assumes a normal load. The GM may wish to reduce the value by up to 3 Points for an Aero Astro that is increasingly empty, and increase the value by up to 4 for a truck loaded to the top.



PM	RED	CRUS	MAX	RGE	FCE	STR	COST
-2	4	60	90	2000	9	80	70000

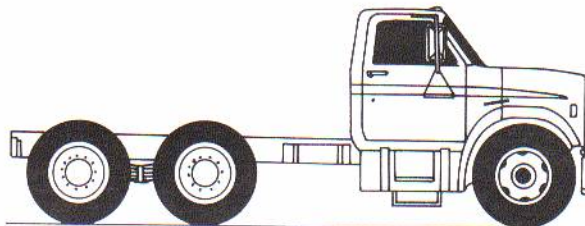
MISCELLANEOUS LAND VEHICLES

GMC Top Kick

A medium duty truck which can carry up to 25,000 pounds of freight. Variations of this truck may be found all over the world. With a trailer, the height of the Top Kick is about 11 feet. Powered by a 222 bhp diesel engine, the Top Kick has enough response to allow it to move through city traffic with only moderate effort. The Top Kick is not designed for long, continuous highway operation, but for the stop, go, and wait traffic of an urban environment, or for short hauls of 200 miles or less. The cab of the Top Kick will seat two.

Q Evaluation: *I wonder about the sort of person who dreamt up the name "Top Kick" as applied to a lorry; the last thing one would want from a diesel engine is excessive kick, but I suppose there is marketing strategy involved to which I am not privy. We here at Branch have heard stories of Major Nicholas Burke who uses the Top Kick as a transport vehicle for personnel and supplies for his pet military operations. Whether or not TAROT armours the vehicles is unknown to us. -Q*

Game Information: A GM should subtract 1 from the Force value given if the truck is completely empty; he should add 1 if the truck is fully loaded. The Top Kick is typical of the truck used as armed forces supply vehicles.



PM	RED	CRUS	MAX	RGE	FCE	STR	COST
-1	5	40	90	600	6	30	44400

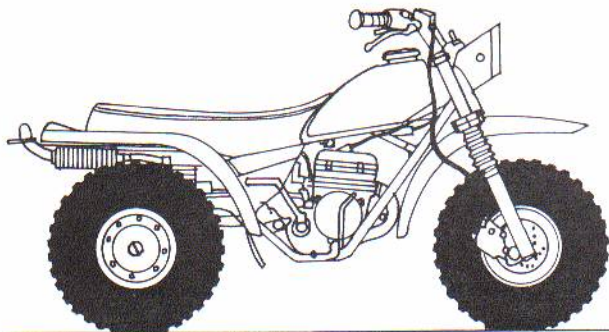
MISCELLANEOUS LAND VEHICLES

Honda ATC250R

The letters stand for "All Terrain Cycle," an apt initialism. The tough balloon tires will claw their way through any sort of muck that is at least one third solid matter. The engine delivers a growling bundle of performance, and the bone-jarring nature of the ride is alleviated by the air adjustable forks and the mono shock rear suspension. The ATC250R is powered by a two-cycle 250cc engine which gives the vehicle acceleration to be envied by many cars. The cycle will seat one person.

Q Evaluation: *I had the opportunity to test the ATC250R when it was under consideration as part of a possible vehicle modification package. Our version could take a 9mm Parabellum round in a tire from a range of less than three metres without sustaining significant damage, and run a slalom course at nearly 70 mph. An exhilarating vehicle, but our modifications proved too expensive for ordinary end use. -Capt. Michael Roberts*

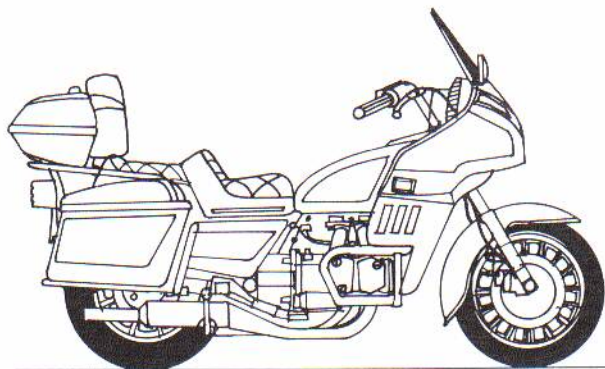
Game Information: The GM should take into account the kind of terrain over which the ATC250R is likely to be travelling whenever a character attempts to shoot, jump, or otherwise violently interact with another character while on an ATC250R. Negative EF modifiers of 1 or 2 are certainly within reason.



PM	RED	CRUS	MAX	RGE	FCE	STR	COST
+1	5	40	80	225	0	1	1100

MISCELLANEOUS LAND VEHICLES

Honda GL1100 Aspencade



PM	RED	CRUS	MAX	RGE	FCE	STR	COST
+1	4	60	154	250	0	2	4550

A big, comfortable touring motorcycle whose owners have good reason to claim it is a sporting model. The Aspencade can cover a quarter mile from a standing start in 13.5 seconds, crossing the line at 96 mph. For comparison, the Lamborghini Countach, the world's fastest production sports car, requires 14.1 seconds to travel the same distance, crossing the line at 104 mph. Honda built this machine for performance and comfort; reliability and durability just happen to be impressive extras. The controls of the Aspencade are numerous and flashy, keeping an owner advised of the status of oil, suspension air pressure, engine coolant temperature; the cycle also features a tripmeter, fuel gauge speedometer and tachometer.

The wealth of visual displays makes the Aspencade a favorite of Q Branch, especially when coupled with the storage compartments. The Honda GL1100 Aspencade will seat two persons.

Q Evaluation: *Any time we are presented with a vehicle with numerous displays whose functions are not immediately evident, the potential for modifying those instruments nearly doubles. The Aspencade has enough storage capacity to be equipped with all manner of gear — for example, ground radar, which would not be suspected of a two-wheeled vehicle. -Q*

Game Information: Police motorcycles are often Aspencades. The Aspencade receives a +1 EF modifier on the Quick Turn maneuver.

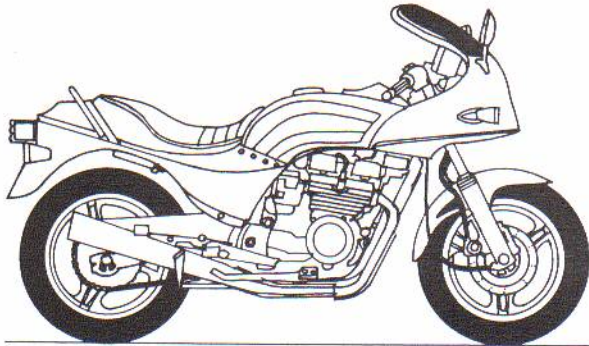
MISCELLANEOUS LAND VEHICLES

Kawasaki GPz-750

The Kawasaki GPz-750 is a quick, versatile motorcycle. Easy to maneuver, the Kawasaki gets a superb response from its four-cylinder engine. Its 12.17 second time for a standing quarter mile is superior to the time of any production automobile. The speed of the Kawasaki at the end of that quarter mile is a very impressive 108.9 mph. All this and a mileage rating of 31-51 miles per gallon. The GPz-750 seats one person.

Q Evaluation: *Given that the Kawasaki GPz-750 can accelerate at a quicker pace than any production car currently made, and that it can outmaneuver almost any land vehicle, it would seem to be the perfect vehicle for one of our agents. The GPz-750 is actually a rather abysmal choice for an M.I.6 agent. The Honda Aspencade at least gives us some room into which we might stick a protective piece of equipment, but there is no such space on the GPz-750. Armouring the motorcycle to protect the rider is out of the question. The Kawasaki GPz-750 is not, nor can it be feasibly made into, a machine which can survive hostile fire. -Q*

Game Information: The Kawasaki GPz-750 receives a +1 EF modifier whenever it is involved in a Trick Maneuver. The cycle also receives a +2 EF modifier during a Quick Turn or Double Back maneuver if its rider manages to make an EF 3 STR roll. If the rider fails the roll, a -1 modifier is applied to the maneuver attempted. A rider may choose not to try for the EF bonus, in which case there is no EF modifier.

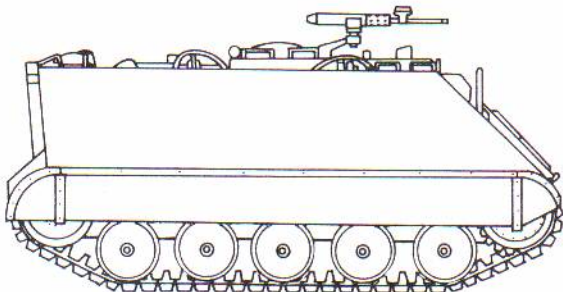


PM	RED	CRUS	MAX	RGE	FCE	STR	COST
+1	4	60	130	200	0	2	2000

MISCELLANEOUS LAND VEHICLES

M113A1 Armored Personnel Carrier

A fully-tracked armored personnel carrier which formed the body of the "dragon" in the movie *Dr. No*. Weighing over 12 tons, the behemoth can move with alacrity over almost any ground. The M113A1 can carry 13 people and their personal equipment, as well as the flamethrower. A more standard armament than the flamethrower is the .50 calibre machinegun, along with 2000 rounds of ammunition. This is the armament used by military forces possessing the M113A1.



PM	RED	CRUS	MAX	RGE	FCE	STR	COST
-1	5	20	42	300	9	60	81200

Q Evaluation: *TAROT* uses some of these vehicles in countries where their operations are more in the open than they are in Europe. We suspect that Nicholas Burke still has contacts in the American military which makes it possible for *TAROT* to receive the vehicles. -Q

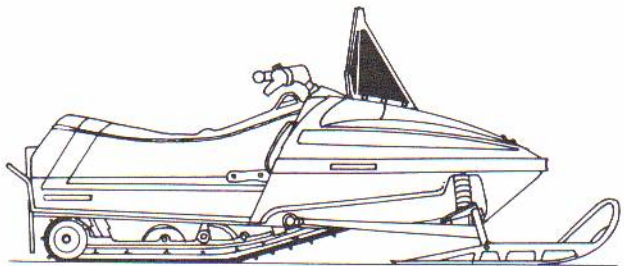
Game Information: The armor of the M113A1 can be pierced by machinegun fire, although it does reduce the Damage Class of all attacks by 9; for example, a weapon normally doing Damage Class J does Damage Class A.

MISCELLANEOUS LAND VEHICLES

Polaris Indy 600 Snowmobile

In Britain these machines are referred to as "snow scooters." The Polaris Indy 600 is a low slung, sleek looking vehicle which can scream across the snow at 100 mph; it can be very useful in chasing interlopers. The Indy 600 has front suspension (independent strut type), with a different sort of rear suspension. The result is that it is not necessary to break one's own bones while bounding over hilly trails at high speeds. Liquid cooled disc brakes allow the Polaris Indy 600 a remarkably short stopping distance given the only sort of surface upon which a snow scooter is to be run. The Polaris Indy 600 can seat two persons.

Q Evaluation: *007* reported on the utility of snow scooters in the Arctic region. He had ample opportunity to become familiar with the machines while he was involved up there recently. They are very maneuverable under a surprising variety of snow conditions, and are built to function even when the temperature is -75°F. -Q

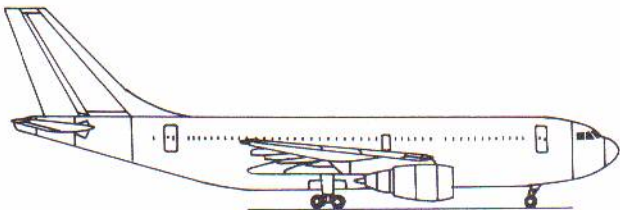


PM	RED	CRUS	MAX	RGE	FCE	STR	COST
+1	4	40	100	100	0	2	2500

Air Vehicles

JET AIRCRAFT

Airbus A310



PM	RED	CRUS	MAX	RGE	FCE	STR	COST
+2	4	260	310	900	0	3	745k

Built by the European aircraft consortium, Airbus Industrie, the A310 is one of the new fuel efficient medium range transport aircraft. The A310 is to begin service with Swissair and Lufthansa in mid-1983. Air France, Austrian Airways, British Caledonian Airways, KLM, Kuwait Airways, Martinair (Netherlands), Nigeria Airways, Sabena, and Wardair International (Canada) have also considered the Airbus.

The A310 is a wide-bodied transport, normally configured to carry 210 to 234 passengers. The overall length of the aircraft is slightly more than 153 feet, the wing span is 144 feet, and the aircraft's height is 52 feet. Power is provided by two turbofan engines rated at 48,000, 50,000, or 53,000 pounds thrust, depending on the engine model. The turbofans rated at 53,000 are Rolls Royce engines.

The A310 weighs 169,000 pounds empty, and can carry from 70,292 to 86,860 pounds of payload, varying with the model of the aircraft. A fully fueled Airbus carries 94,798 pounds of fuel, which is approximately 55,000 litres.

An automatic flight control system aboard the A310 has two flight control computers which can theoretically take-off, fly, and land the aircraft with no more human supervision than making sure operations are performed in their proper sequence. A character who has observed the sequence should be able to duplicate it on an EF 2 INT roll if the character is not a pilot, and on an EF 7 INT roll if the character is a pilot.

Q Evaluation: *When one compares a DC-3, with its twin piston engines and stubby body, with a Boeing 707 jet aircraft, the difference in the level of technology is visual and readily apparent. If one compares a 707 with the A310, the differences are not as obvious, yet the technological differences between the 707 and the A310 are greater than those between the DC-3 and 707. The A310 is an immensely sophisticated aircraft, one of a truly new generation of commercial aircraft. -Dr.*

Lawrence Powell

Game Information: The A310 cannot make a Double Back maneuver; it must instead make two consecutive Quick Turn maneuvers to quickly reverse course.

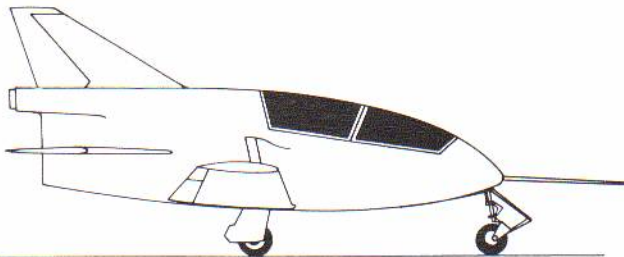
JET AIRCRAFT

Bede Acrostar

One of the most unusual aspects of this light jet aircraft is the number of its type in existence: one. The limit is due to the expense and the special nature of the aircraft. The Acrostar is only 12 feet long, with a wing span of 17 feet. The aircraft has a service ceiling of 30,000 feet, and the Bede's Micro-Turbo TRS-18 engine can reach that altitude in a little under 11 minutes. The Acrostar can seat one.

Q Evaluation: *It is possible that we at Q Branch will be obtaining one of these aircraft in the near future, as 007's performance in the Bede prior to the Octopussy mission impressed us all. The maneuverability of the Acrostar is astounding, even given its light weight and generous wing surface. We have sent 004 to Louisiana, USA, to test the aircraft. -Q*

Game Information: The Bede Acrostar receives a +1 EF modifier whenever it attempts to perform a Trick Maneuver.



PM	RED	CRUS	MAX	RGE	FCE	STR	COST
0	6	560	600	2850	11	100	8.1m

JET AIRCRAFT

Gates Learjet 24 Series

The Model 24 was the original Learjet, first produced in 1964. Many modifications have since been made to keep the Model 24 series as modern a light executive transport as any other in the world. The Learjet is 43 feet, 3 inches long overall, with a wing span (including wingtip fuel tanks) of 35 feet, 7 inches. It can carry a maximum payload of 2500 pounds, and is intended for a crew of two with four passengers. The Learjet has a maximum rate of climb of 7850 feet per minute at sea level.

Q Evaluation: *The original design is still flying, which speaks well of the aircraft's engineering. I have only flown in this type of aircraft once, and I was impressed with the quality of the airplane. The potential for modifications is very good. Our budget is too restricted to allow the purchase of the aircraft. -Q*

Game Information: The Gates Learjet 24 will be used by wealthy Civilians or a Beautiful Foil *unless* there are some thugs hanging around the aircraft, which is a sure sign the plane belongs to a Mastermind.

PM	RED	CRUS	MAX	RGE	FCE	STR	COST
0	5	500	560	1700	3	7	800k

JET AIRCRAFT

Gates Learjet Longhorn (Model 54)

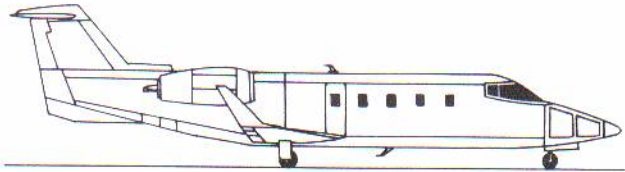
The development of the Model 54 series was announced at the Paris Air Show in June, 1977. Prototypes were flying less than two years later, and production began in 1980. The 54 (and her sister ships in the series, the 55 and 56) are wide bodied executive transports, having from eight to 12 seats. Many different configurations are available, and custom made aircraft are possible.

The Model 54 has the greatest amount of internal space of any aircraft in the series. It is just over 55 feet long, with a wing span of 43 feet, 9.5 inches, and 14 feet, 8.25 inches in height. The aircraft weighs 13,500 pounds empty. Twin turbofan jet engines provide 3650 pounds static thrust each; combined with ample control surfaces, including supercritical winglets, the product is a nimble aircraft.

Standard equipment on the Longhorn includes six swivel/reclining seats (five on the Model 56), toilet facilities, indirect lighting, two folding tables, reading lights, air vents, galley cabinet, refreshment cabinet, and window shades. For less tranquil flights, there is a cabin fire extinguisher and an axe. All of the Longhorn series have a service ceiling of 51,000 feet.

Q Evaluation: *Karl Ferenc Skorpios, the warped leader of TAROT, has one of these aircraft at his disposal. There are rumors, transmitted by 005, that Skorpios has two or more of these aircraft, each with a special set of equipment. The aircraft may hook up by means of a cable, in a manner similar to inflight refueling, and send a special container down the cable. Thus, stolen goods or other special cargo may be passed from one plane to the other without having to land at an airport where the authorities may wish to search the plane. The tracing of the movement of goods is thereby made extremely difficult. -Dr. Lawrence Powell*

Game Information: The Learjet 54 receives a +1 EF modifier to all Quick Turns and Double Back attempts. The Model 56 has less internal space, hence fewer passengers can be carried; the Model 56 has a range, however, of 3468 miles.



PM	RED	CRUS	MAX	RGE	FCE	STR	COST
+1	5	480	540	2424	4	13	1.1m

JET AIRCRAFT

Lockheed C-141B Starlifter

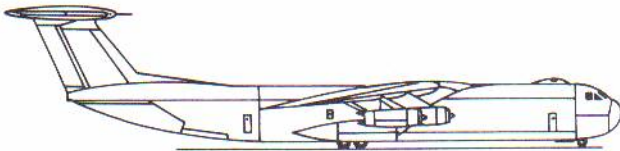
The C-141B is the "stretch" version of the C-141A Starlifter, a version commissioned when it was discovered that the C-141A could be packed to the ceiling without reaching its maximum payload capacity. The modification was to increase the plane's cargo space while using the existing powerplant and retaining the current wings. The C-141B is a rarity in that it was delivered ahead of schedule and below projected cost.

The C-141B is 168 feet, 3.5 inches long, has a wing span of 159 feet, 11 inches, and a height of 39 feet, 3 inches. The transport weighs 148,120 pounds; its maximum payload weight is 90,880 pounds. It requires over a mile of runway to take off, and three quarters of a mile to land.

The range listed is an average of its ferry range (6390) and its range with a maximum payload (2935), weighting the maximum payload range more heavily than the ferry range.

Q Evaluation: *I was astonished to hear that TAROT had obtained such an aircraft, as the C-141B is only in service with the American armed forces. One can only assume security is much more lax than we had been led to suppose. 007 took care of its this time, as always, but it will help in the future if the Americans are more careful about to whom they distribute their hardware. -Q*

Game Information: The Lockheed C-141B may not make a Double Back maneuver; it must instead make two consecutive Quick Turns to quickly reverse course.

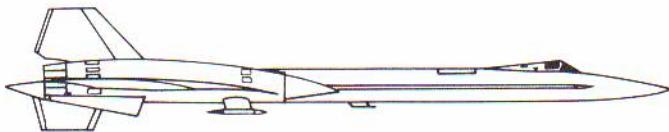


PM	RED	CRUS	MAX	RGE	FCE	STR	COST
0	6	550	600	4100	16	230	6.9m

JET AIRCRAFT

Lockheed SR-71A

The only aircraft in the world which can outrace a bullet fired from the Number 4 rifle, the SR-71A is a reconnaissance version of the Lockheed A-11. Its profile and radar resistant surfaces make the plane difficult to detect even before its sophisticated electronic countermeasures are considered. Flown by a crew of two, a pilot and a reconnaissance officer, the plane features a sensor array that can perform specialized surveillance of 60,000 square miles of territory within an hour. Q Branch helped to develop some of the more recent electronic equipment on the SR-71A. There is one SR-71A still in the possession of Q Branch, for use in further research and modifications of the "black box" technology of the aircraft. The SR-71A is no longer in production.



PM	RED	CRUS	MAX	RGE	FCE	STR	COST
+2	1	1200	2200	3000	14	170	18.0m

Q Evaluation: *We are still developing new systems for the SR-71A to which we have access. Rigorous testing of new systems is necessary, and M considers field evaluations of the reconnaissance craft to be the truest test of the worth of our new systems. Any valuable information obtained while conducting the tests is, of course, just a lucky by-product of these crucial experiments. -Q*

Game Information: M encourages characters whom he considers competent to suggest possible sites for future test flights. Characters who have a Primary Chance of greater than 24 with the Pilot skill may be asked to fly these missions. The SR-71A penalizes opposing systems which are searching for it by modifying their EF by -6.

JET AIRCRAFT

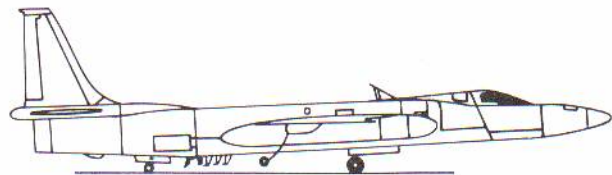
Lockheed U-2R

M.I.6 obtained the latest version of the venerable spy plane from sources in the Far East. The aircraft obtained are officially listed as missing in action, their status as missing being substantiated by the People's Republic of China, which claims to have downed four of the aircraft. Equipped with the latest surveillance hardware, the U-2R's augment M.I.6's information gathering capabilities by performing missions for which there is no good satellite reconnaissance available.

The aircraft have an operational ceiling of over 100,000 feet, and can glide in for a deadstick landing. The 10-ton aircraft will hold only one.

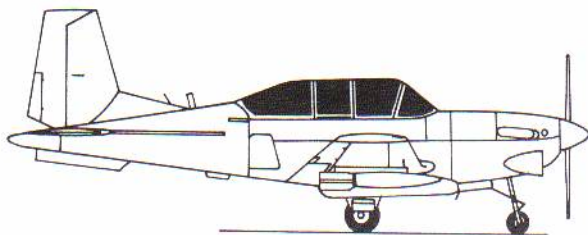
Q Evaluation: *Many considered the U-2 obsolete once Gary Powers was shot down over the USSR on 1 May 1960. With better avionics and electronic warfare equipment, the aircraft seems to do well enough. 008 flies most of our missions, 004 filling in on occasion. We use the U-2R as a flying laboratory for our avionics. -Dr. Lawrence Powell*

Game Information: The U-2R penalizes opposing systems which are attempting to track the aircraft by modifying their EF's by -4.



PM	RED	CRUS	MAX	RGE	FCE	STR	COST
0	5	500	550	4000	5	20	15.5m

PISTON AIRCRAFT

Beech T-34 Mentor

PM	RED	CRUS	MAX	RGE	FCE	STR	COST
0	4	160	210	740	1	3	405k

There are several versions of this aircraft, the first model being produced in 1948, with the latest modification entering production in 1976. The aircraft was based on the commercial Beech Model 45 Bonanza. This aircraft was used in Pussy Galore's Flying Circus.

The plane is used in some countries as an attack bomber or as a counter-insurgency aircraft. Both roles accentuate the same characteristic: the T-34 is a good aircraft for hitting targets on the ground. Factors which contribute to this ability are a small turn radius, low flying speed on attack runs, and the stability of the aircraft. The T-34C Turbo Mentor, the latest version, is in service in more than a dozen nations.

Q Evaluation: *After her brush with 007, Ms. Galore went back to the business of acrobatic stunt flying. She uses the T-34C to keep her skills sharp. I understand she has been engaging in illegal activities; authorities believe she has been involved in an occasional arms smuggling deal, although there is no conclusive evidence as yet. -Q*

Game Information: For game purposes, the T-34 could be armed with bombs to be dropped using the Pilot skill. A QR 1 indicates a direct hit and a Kill; QR 2 is an Incapacitate result; QR 3 results in a Heavy Wound; QR 4 represents a more distant blast and a Light Wound; while a failure indicates the bomb fell completely out of harm's way, for the intended target at least. The bomb is a Class K Area weapon with the exception that the listed radii are tripled. Thus, a QR 3 blast lands anywhere from seven to nine Game Inches from the target.

The T-34's attributes are given above. The T-34C receives a +1 EF bonus on Trick Maneuvers and Quick Turns, and a +2 EF modifier on the Double Back Maneuver.

PISTON AIRCRAFT

Beechcraft Model 18 Super H18

The Beechcraft Model 18 series prototype first flew on 15 January 1937, entering production later that year. The Model 18 series remained in continuous production for 33 years, a longevity of production which is the current world record. The Super H18 is the most advanced of the series, introducing electronic replacements for many of the operations previously performed manually. The Beechcraft is powered by two 450 horsepower Pratt & Whitney radial air-cooled engines which give the aircraft a rate of climb of 1400 feet per minute. The maximum take-off weight of the Beechcraft is 9900 pounds, about 2000 of which is devoted to passengers and payload. The service ceiling of the plane is 21,400 feet with both engines operating, and 9400 feet with one engine out.

The Beechcraft Model 18 Super H18 is 35 feet, 2.5 inches long, with a wingspan of 49 feet, 8 inches. Overall height of the Beechcraft is 9 feet, 4 inches. Seating for two, side-by-side, is provided in the pilot's compartment. The passenger cabin will seat from seven to nine passengers, with a separate toilet and baggage compartment aft of the cabin. The passenger cabin is separated from the pilot's compartment by a folding door.

Q Evaluation: *Kamal Khan chose a Beechcraft Model 18 for his personal transport. His choice was perhaps directed by the stability of the aircraft in flight. One imagines he wished it had been a bit less stable when 007 was about the outside of the aircraft. I am still astonished when I hear of 007's exploits aboard the Beechcraft; disabling one of the engines seems to me an act of an irrational mind. I do rejoice that, for once, the equipment so callously abused by 007 was not ours. -Q*

Game Information: The attributes for the Model 18 Super H18 assume an aircraft in peak condition. There are hundreds of Beechcraft which have suffered from negligence and age; the GM may increase the Redline on such aircraft to a maximum of 7.

PM	RED	CRUS	MAX	RGE	FCE	STR	COST
0	4	180	260	1530	3	8	148k

PISTON AIRCRAFT

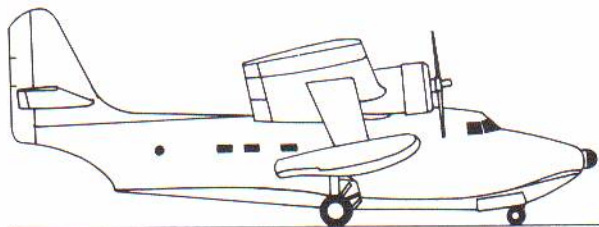
Grumman Hu-16 Albatross

A twin-engined flying boat which has been in service since World War II, the Albatross is still used in more than 15 nations. Great Britain is not included in that total, for the only Hu-16's are the property of M.I.6. Their primary mission is the insertion and retrieval of agents into and from hostile areas of operation. To this end, the aircraft have been thoroughly redone by Q Branch. The four Albatrosses in service have entirely new avionics, a full range of sound/signal detection gear, as well as substantial equipment for electronic countermeasures, and half a dozen on-board computers. The Hu-16's have been treated with a radar resistant coating, and their engines have been elaborately baffled to radically reduce the noise of the aircraft.

A crew of three is needed to staff the Hu-16: a pilot, a co-pilot/navigator, and an electronics officer. Despite all the sophisticated gear aboard the Albatross, there is still room enough for eight agents and 800 pounds of mission materials.

Q Evaluation: *The inside workings of one of our Albatrosses is almost as advanced as the inner workings of any US space shuttle. We continually update our black box technologies to keep a step ahead of anyone else in the world, and several steps ahead of most opponents. Of the more than 140 missions which have been flown, our aircraft have been spotted only 18 times, drawing hostile fire 11 times, taking damage on none of these occasions.*
-Dr. Lawrence Powell

Game Information: The cost listed below is for the Q Branch Albatross; a normal Hu-16 would cost perhaps two percent of that amount. The Q Branch Hu-16 penalizes opponents' search systems by applying a -6 EF to their attempts to track or find the Hu-16. Guided weapons systems fired at the Hu-16 suffer a -7 EF modifier.



PM	RED	CRUS	MAX	RGE	FCE	STR	COST
0	5	210	280	1450	6	28	13.3m

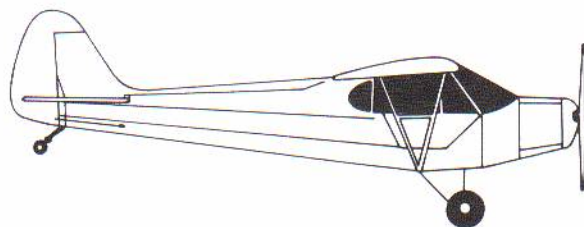
PISTON AIRCRAFT

Piper Cub

The Piper Cub is a small lightweight instructional aircraft, not meant for rigorous maneuvers or perilous journeys. With a maximum speed of 100 mph and a stall speed of approximately 25 mph, the Piper Cub is meant to be an aircraft in which it is difficult to do something wrong. The Piper Cub is also meant to lessen the severity of any mishap that may occur. The Piper Cub will seat two.

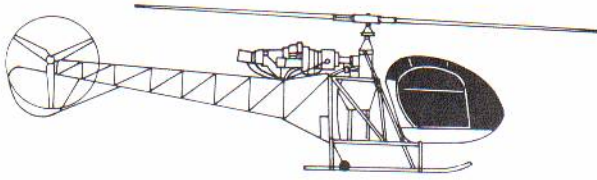
Q Evaluation: *I sympathize with that poor Mrs. Bell, I really do. During 007's mission against Mr. Big, 007 needed a means of escape. The nearest was a Piper Cub containing Mrs. Bell. She was waiting for her flying instructor, a role which Commander Bond elected to fill. 007 proved to be a little difficult to learn from, and more than a little hard on the aircraft.* -Dr. Lawrence Powell

Game Information: The Piper Cub receives a -1 EF penalty whenever the pilot attempts a Trick Maneuver. On every maneuver *except* the Trick Maneuver, the Safety EF is modified by +1.



PM	RED	CRUS	MAX	RGE	FCE	STR	COST
-1	6	70	100	200	0	2	6700

ROTARY AIRCRAFT

Aerospatiale SA 315B Lama

PM	RED	CRUS	MAX	RGE	FCE	STR	COST
+1	5	75	130	320	2	5	600k

A helicopter designed to meet requirements of the Indian armed forces, which required the helicopter to operate under widely varying environmental conditions. The Lama can perform from the humid lowland jungle to the mountainous regions of the subcontinent.

The Lama set an absolute altitude record of 40,820 feet. It also established a new record for landings and take-offs at 24,600 feet. These figures are considerably greater than the Lama's service ceiling of about 18,000 feet, a limit which could be exceeded only by a combination of an excellent pilot and a superbly tuned aircraft.

The Lama can hold the pilot and four passengers (one next to the pilot, three side by side in back), and still be capable of carrying more than a thousand pounds of externally slung cargo.

The Lama has an overall length of 42 feet, 4.75 inches, including the length of the rotor spinning. The main rotor diameter is 36 feet, 1.75 inches. The helicopter weighs 2251 pounds, and has a maximum take-off weight of 5070 pounds.

The Lama is produced by Aerospatiale in France, while licensed versions are produced in India, under the name Cheetah, and in Brazil, where it is called the Gaviao.

Q Evaluation: *The Lama is an effective vehicle for reconnaissance and rescue, although a bit lacking in a combat role. The high altitude capabilities are very intriguing as many of our opponents seem to favor mountain strongholds. Closer inspection of the Lama 315B is desirable, and I suggest we procure one for testing in the next fiscal year. -Q*

Game Information: The Lama 315B receives a +1 EF modifier on the Quick Turn and Double Back maneuvers. The Lama 315B also receives a +1 EF modifier on all rolls made to repair the helicopter.

ROTARY AIRCRAFT

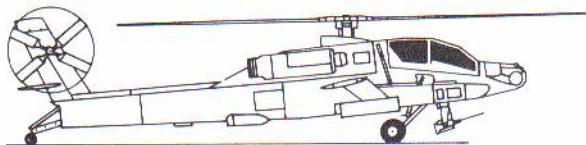
Hughes AH-64 Apache

The Hughes Apache is one of the newest of the third generation of helicopters. The AH-64 is to be the main battlefield helicopter for the US Army beginning in 1984. The Hughes helicopter represents a large technological leap over the rotary winged aircraft of the Vietnam era. Whereas the second generation helicopters were built almost entirely of aluminum, steel, and titanium, the Hughes AH-64 will be manufactured from many more composite materials, such as special glass and graphite materials, as well as organic fibers such as Kevlar. The result is a helicopter with a weight reduction of more than 20 percent from an all metal construction, yet which is more resistant to enemy fire than the heavier models. The Apache will endure almost unlimited .50 calibre fire without sustaining damage.

The Apache is powered by two General Electric turboshafts which are rated at 1536 horsepower each. The main rotor is 48 feet in diameter, while the overall length of the Apache is a little more than 49 feet. The helicopter is quite tall at 13 feet, 10 inches. The Hughes AH-64 will accommodate two persons seated side-by-side.

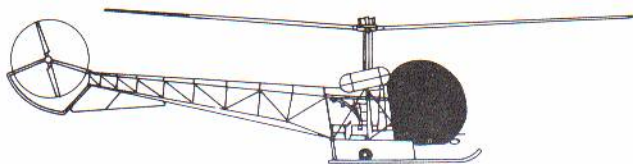
Q Evaluation: *The Apache was in the design stages nearly a decade ago, and with any design which takes so long to realize, security poses a problem. We understand TAROT has almost complete plans of the AH-64, and it is problematical whether or not the first Apache to see use will be in the hands of the Americans. TAROT's interest runs to a reconnaissance aircraft, one which could patrol some of its larger areas located in mountainous or otherwise treacherous terrain. Dr. Nakahara, TAROT's head of research and development, has apparently copied the Apache's Forward Looking Infrared Sensors and the Single Doppler Navigator which gives the Apache such agility in nap-of-earth flight. We fear they have miniaturized the head-up display so that the information from the display can be directly transmitted to the pilot's night vision goggles. We understand the weapons pods are to be replaced with sensors, and that the chaingun will most probably be replaced with a sophisticated television camera with computer enhance imaging. The total package will be a reprehensible nuisance to our agents who are attempting to infiltrate a TAROT installation. -Q*

Game Information: The astute GM will have noted the lack of description of the normal armaments of the Apache. This is because the lethality of such weapons is far beyond the scope of the game. The protective armor of the Apache can only be defeated by the Bofors anti-aircraft guns and the handful of rockets included in the game. Even these have their Damage Class reduced by 8 due to the Apache's armor; a Stun result against the Apache is treated as no effect.



PM	RED	CRUS	MAX	RGE	FCE	STR	COST
+1	2	120	192	380	4	17	4.5m

ROTARY AIRCRAFT

Bell AB47G

PM	RED	CRUS	MAX	RGE	FCE	STR	COST
0	5	60	105	210	1	3	325k

One of the oldest helicopter designs in the world, this bell helicopter was designed in 1943 and first flown in 1945. It has been produced under license in the United Kingdom, Italy, and Japan, and is in service with 36 countries. A versatile and ubiquitous rotary aircraft, the Bell AB47G is produced by one other major concern: TAROT. Believing in safety in numbers, TAROT has added more than 300 helicopters to the world's total production. This number would be very noticeable for almost any aircraft which was not as common and venerable as the AB47G.

The AB47G is intended as a scout and observation aircraft, being in no way intended for combat. The Bell AB47G will hold four passengers.

Q Evaluation: *TAROT was at least kind enough to choose a design which is rapidly becoming obsolete. Of course, obtaining the necessary technical information on technical military aircraft is probably more difficult. The AB47G has been used to run down some of our agents, but the helicopter's weaponry has consisted of a person leaning out of the aircraft and firing a submachinegun. This is not one of the more effective uses of airpower.* -Dr. Lawrence Powell

ROTARY AIRCRAFT

Bell Model 206L TexasRanger

This helicopter is a multi-mission military version of the commercial LongRanger. The vehicle is intended for use in armed reconnaissance, surveillance, troop transport, search and rescue, and medical evacuation missions. With proper tools, the TexasRanger can be converted from one mission configuration to another within two hours, with some conversions taking only 15 minutes to accomplish.

Weighing 2203 pounds when empty, the TexasRanger can carry an additional 2000 pounds and still have a rate of climb of 1325 feet per minute. The weapons systems have been designed so they are jettisonable in flight. Jettisoning all external loads increases the TexasRanger's maximum speed to 150 mph.

The TexasRanger has a hovering ceiling of 12,000 feet, and is 42 feet, 4.75 inches in length, with a main rotor diameter of 37 feet. Total height of the helicopter is 10 feet, 4 inches.

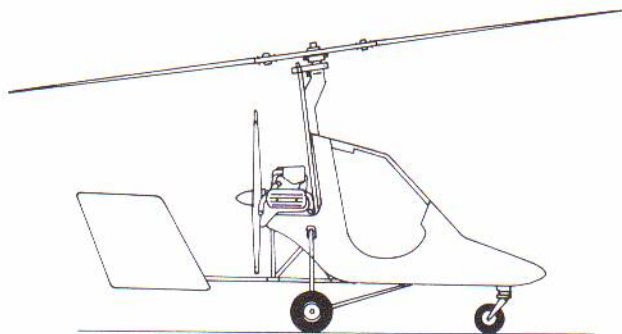
Q Evaluation: *TAROT has no need to steal the plans to the TexasRanger, as the vehicle is available on the open market. The TexasRanger is a much more dangerous aircraft than the Bell AB47G, as it can carry a variety of unpleasant and powerful weapons systems. Currently, our best countermeasure is the missile system which we installed in a Lotus Esprit for 007. He used it to some effect in the mission in which he challenged Stromberg.* -Q

Game Information: The TexasRanger receives a +1 EF bonus when performing a Trick Maneuver.



PM	RED	CRUS	MAX	RGE	FCE	STR	COST
+1	4	120	130	380	1	4	500k

ROTARY AIRCRAFT

Minty Skyhook

PM	RED	CRUS	MAX	RGE	FCE	STR	COST
0	5	70	100	140	0	1	6500

The Minty Skyhook is an Australian aircraft. The Skyhook is a single-seat autogyro constructed of lightweight metals and fiberglass. The fuselage shell weighs only 12 pounds; most of the craft's weight comes from its rotor and engines. The plexiglass windscreen can be removed if the pilot desires to fly without benefit of such an amenity.

The Skyhook is less than 10 feet long, including the length of its main rotor spinning. It weighs 354 pounds when empty, and has a maximum take-off weight of 597 pounds. As this maximum weight includes up to 80 pounds of fuel, a pilot who weighs more than 160 pounds is going to have to reduce his fuel (with a proportional reduction in range) or else be content with maneuvering the Minty Skyhook on the ground.

Q Evaluation: *The Minty Skyhook is a delightful little craft, inexpensive as these things go. We here at Q Branch can modify the Skyhook to have an armoured fuselage. This fuselage includes the plexiglass windshield. Damage — especially to the pilot — from all small arms fire is reduced significantly. The armoring involves increasing the power of the engine in order to offset the weight of the armour; this results in a reduction of the craft's range to a maximum of 120 miles. This option would increase the cost of the Skyhook by 7000 Pounds. The autogyro can also be modified so it might be assembled or disassembled (with the proper tool) in one hour. A disassembled Minty Skyhook fits into the trunk of a large sedan. This option would increase the cost of the Skyhook by 3000 Pounds. -Q*

Game Information: Option 1 reduces damage done to a pilot within the fuselage by two Damage Classes.

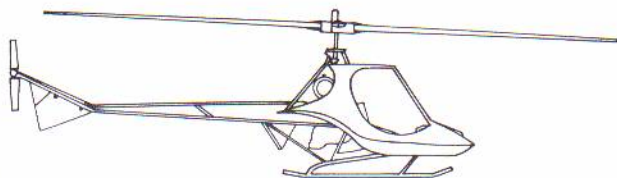
ROTARY AIRCRAFT

Scorpion Helicopter

A one-man reconnaissance helicopter popular with those who like to launch rotary aircraft from submarines, or from yachts of at least respectable size. Modifications to the standard commercial model have given the Scorpion increased payload capacity, a capacity most often filled by electronic sensor pods.

TAROT has recently acquired and modified a handful of these vehicles, although no one is certain what use TAROT has planned for them.

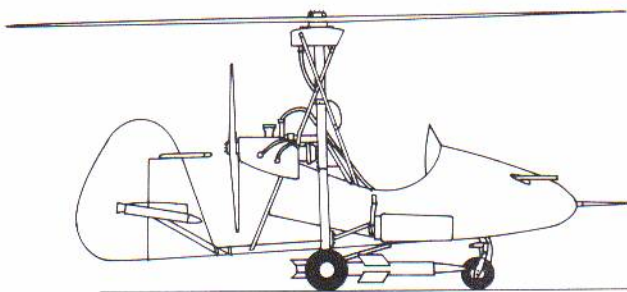
Q Evaluation: *Our fear is that the Scorpion will be used as a sort of rotary kamikaze. 006 brought in a nose fuselage panel which had pressure sensitive receptors on it. Yet if kamikaze aircraft were the goal, we feel it would be simpler to have installed percussion detonation devices. We are worried and have quite a bit of curiosity about TAROT's use of this helicopter. -Q*



PM	RED	CRUS	MAX	RGE	FCE	STR	COST
+1	6	60	100	225	0	2	55330

ROTARY AIRCRAFT

Wallis WA-116 Agile Autogyro



PM	RED	CRUS	MAX	RGE	FCE	STR	COST
+1	4	70	115	140	0	1	23500

The Wallis lives up to its name, being a nimble aircraft. The fuselage is made of a special durable but lightweight aluminum alloy that keeps its weight when fully equipped (but without a pilot) to a slight 255 pounds. The Agile's maximum certified take-off weight is 550 pounds, although Q Branch technicians have told the author that with slight modifications the Agile can carry just over 625 pounds. When the Agile is carrying its full complement of armaments, it is likened to a guppy whose bite is that of a shark: four rearward jettisonable flame throwers (as an LPO-50 with only one fuel tank); twin L742 .30 calibre machineguns with 100 rounds of ammunition each; 50 air mines; 14 1.75-inch free-flight rockets; and two air-to-air missiles, which can be either radar homing or infrared seeking missiles. Q Branch acknowledges they even have a few older missiles which the pilot must guide by means of a joystick.

Q Evaluation: *I am proud of the job we did on the Agile; 007 put the firepower to excellent use. I do feel we perhaps overreacted the slightest bit with the amount of weaponry we attached to the Wallis, especially as it was vulnerable to attack. What a dreadful fireball that would have made of 007. We still have the original Wallis Agile, registration G-ARZB, and two others here at Q Branch. They are used on an infrequent basis. -Q*

Game Information: The range of the Agile is 90 miles if it is carrying a maximum payload.

SPECIAL AIR DEVICES

Jet Platform

A device developed for the United States Army with the hopes it would provide a mobile platform for forward observers or the commanding officers of company sized units. A few technical hitches cropped up, and the program lapsed. Now the development project is being carried out by two organizations: Q Branch and TAROT. The outcome is thus far a draw as TAROT's greater monetary resources have been effectively countered by Q Branch's superior human resources.

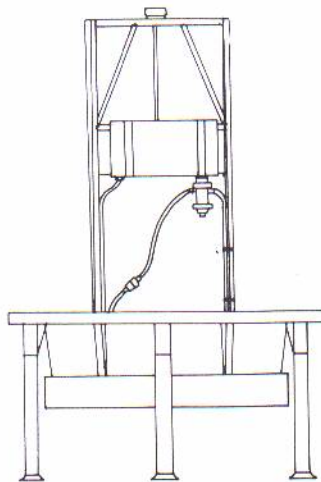
The device looks rather like a small balcony which seems to have lost its supporting building. It is steered by leaning in the desired direction of travel, while the power is controlled by a pair of handgrip throttles. Response and duration have been improved dramatically over the American prototype.

TAROT uses the jet platforms for patrols of the perimeter in its more remote outposts. Q Branch uses them for experimental reasons, and is working on a model which can be assembled from components in half an hour. As yet, neither organization has developed a multi-person platform, although two may be carried on existing platforms for 20 minutes or less.

Q Evaluation: *The jet platform is an interesting concept which has yet to be fully developed. Other programs demand our time and effort, but this one is a favorite, especially to Dr. Powell.*

We are of course interested in any developments in this area of technology which our opposites at TAROT may have made. An intact jet platform captured from TAROT would be of much interest to us. -Q

Game Information: A jet platform suffers a -1 EF penalty whenever it is used in a Trick Maneuver.



PM	RED	CRUS	MAX	RGE	FCE	STR	COST
0	4	40	90	160	0	1	38500

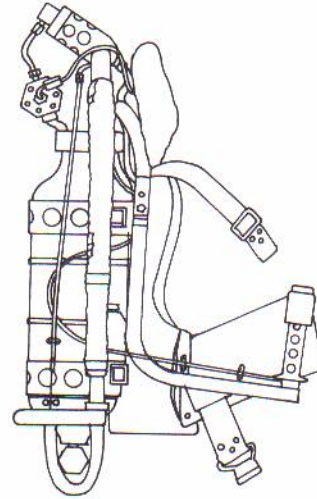
SPECIAL AIR DEVICES

Rocket Belt

Invented by Bell Jet Laboratories, the rocket belt was of limited utility because of its limited duration. All of its hydrogen peroxide fuel was consumed in 60 seconds, scarcely time to take off, travel half a mile, and land. The rocket belt is the size of two large scuba tanks, and is strictly for use by one person.

Q Evaluation: *The limited endurance was a crucial factor, one about which 007 commented after his brief flight. The next few years saw an intermittent development effort which resulted in what we feel is the most advanced design possible given our state of knowledge of chemistry. We have developed a fuel which will give an endurance of 15 minutes. Unfortunately the rocket belt will now generate a good bit of heat, which can cause severe discomfort to the operator. -Q*

Game Information: After the first three minutes of operation, heat begins to build up; the character must make an EF 7 WIL roll to keep flying. Failure means the character will land immediately unless doing so would instantly kill the character. A roll must be made for each minute beyond the third during which the character is operating the rocket belt.



PM	RED	CRUS	MAX	RGE	FCE	STR	COST
0	5	45	60	15	0	na	3750

Water Vehicles

SURFACE BOATS

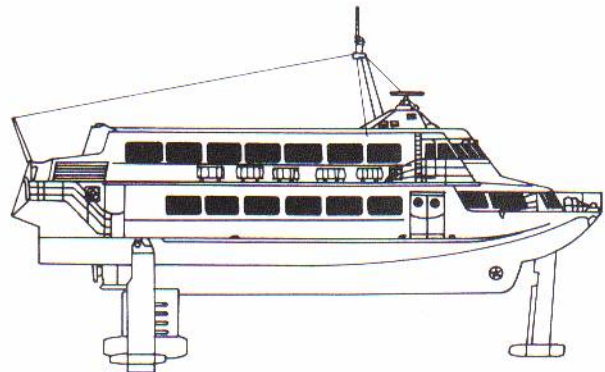
Boeing Jet-Foil 929-115

This hydrofoil is of the type known as fully submerged canard arrangement, which is to say the foil is always completely underwater. The Jet-Foil is 90 feet long, has a maximum beam of 31 feet, and a maximum foilborne height of 51 feet. Its full load displacement is 253,000 pounds. The hydrofoil's maximum endurance is eight hours, during which time the Jet-Foil consumes 4000 gallons of fuel.

The Jet-Foil is in service in the Pacific Northwest, USA, and in Singapore. Other orders have been placed. The Boeing Jet-Foil can seat up to 115 persons.

Q Evaluation: *The Boeing Jet-Foil 929-115 can operate under most sea conditions, but the nature of a hydrofoil gives it a slightly higher center of gravity than a normal surface vessel. This can lead to some frightful wobbling during bad weather. -Q*

Game Information: The Jet-Foil suffers a -2 EF penalty when executing a Double Back maneuver.



PM	RED	CRUS	MAX	RGE	FCE	STR	COST
+1	5	50	70	400	42	460	1.8m

SURFACE BOATS

Chris-Craft 312SL Stinger

The 312SL Stinger is over 31 feet long with a beam of eight feet, with a hull designed by the distinguished Jean Claude Simon. The Stinger is a cruiser with a racing heritage. The facilities aboard the Stinger include a plush cabin with appropriate appurtenances, and lavish trim on the deck. Should the owner decide to go elsewhere, the twin 400 hp Mercruisers insure a rapid departure. The boat holds 155 gallons of fuel and has an eight gallon tank for water.

Q Evaluation: *The 312SL Stinger is a fine boat for a short run along a coast or a journey of a day's length or less. The Stinger has been used by M.I.6 agents stationed near the Aegean and the Ionian seas. We will often modify the Stinger to carry electronic sensing devices, plus some defensive armament. -Q*

Game Information: A real world sportboat with luxury trim, in Bond's world the 312SL is used as a pursuit boat and rendezvous vehicle for those whose interests run on the shadier side. This could include agents of TAROT, but it is more likely to be used by those underworld contacts an M.I.6 agent might need.



PM	RED	CRUS	MAX	RGE	FCE	STR	COST
+1	5	20	50	450	3	7	34000

SURFACE BOATS

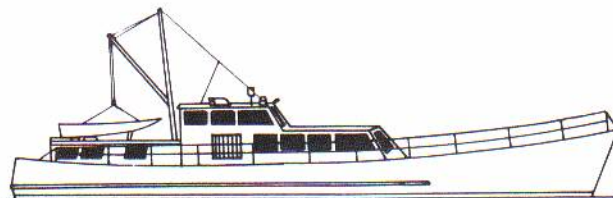
Classic Seventy Comorant

A classic yacht indeed. Separate crew quarters, private sleeping accommodations below decks with adjoining heads and full bath and shower, gourmet galley, a saloon, reverse cycle heating/air conditioning, trash compactor, washer-dryer, interiors trimmed with mahogany, oak, or teak, and an engine room which is completely sound-insulated. All systems having anything to do with propulsion have dual backups.

Reducing such luxury to numbers, the Comorant has a length of 70 feet, 5 inches, a beam of 18 feet, 3 inches, and a draft of 6 feet, 2 inches. The Classic Seventy displaces 55 tons. It is smoothly powered by a 465 horsepower engine. She carries 4000 gallons of fuel, 1200 gallons of water, and she is equipped with 12 berths. Headroom is guaranteed to be 6 feet, 7 inches. The Classic Seventy Comorant is produced on demand.

Q Evaluation: *The Comorant is well built, will withstand punishment, and is a boat in which it is fairly easy to work modifications. Unfortunately, our fellows are usually on the receiving end of such modifications. We know Isa Nakahara has such a craft, one which more resembles a floating laboratory than a luxury yacht. Keeping properly current on the new additions to her yacht is a difficult task. -Q*

Game Information: Wealthy Civilians, rich Shady Contacts, and Masterminds will use a yacht such as the Comorant. The Comorant may not use the Double Back maneuver, requiring instead two consecutive Quick Turns to reverse course quickly.



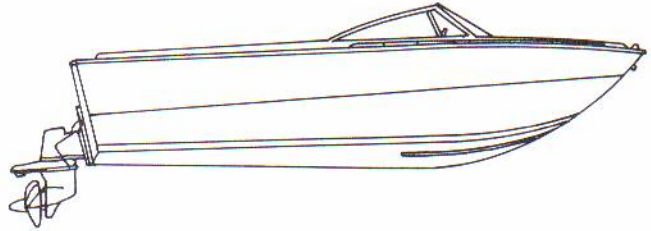
PM	RED	CRUS	MAX	RGE	FCE	STR	COST
0	5	10	18	4000	13	170	370k

SURFACE BOATS

Cobalt CM-9

A sleek 17-foot powerboat with a throaty 228 horsepower stern drive providing the locomotion. The CM-9 is a "day" boat, which is to say that it has no sleeping quarters. The shape of the Cobalt CM-9 contributes to a forward center of gravity, as does its mid-hull engine location. The forward center of gravity allows the boat to plane out at relatively low speeds, giving the CM-9 respectable acceleration. The craft comes with such extras as inlaid teak in the walkway and a convertible bow seat. The bow seat is convenient; it gives a forward gunner a wide arc of fire without endangering the captain of the boat.

Q Evaluation: *I once was the back-up to 006 on a mission where he "upgunned" a CM-9; he mounted a light machinegun on a pivot forward of the bow seat. I captained the boat while 006 discouraged pursuit. The combination worked rather well, although it was unnerving when 006 began to shoot at the pursuers who were following directly astern. -Capt. Michael Roberts*



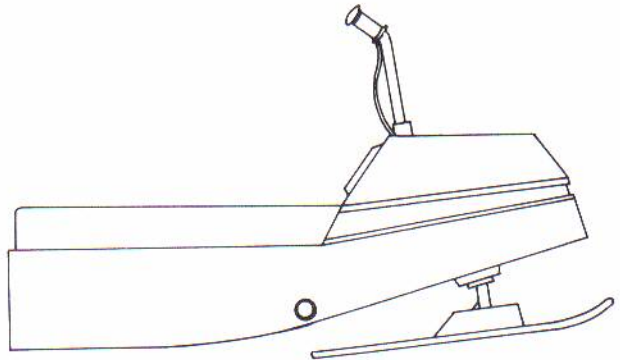
PM	RED	CRUS	MAX	RGE	FCE	STR	COST
0	4	20	45	120	2	4	8000

SURFACE BOATS

Dynafoil Mark 1

A one-person hydrofoil rather like a snow scooter, the Dynafoil Mark 1 is a propeller driven, forward canard hydrofoil. The Mark 1 weighs 350 pounds and is powered by a 440cc two-cylinder engine which is rated at 36 horsepower. Its overall length is seven feet. While its maximum speed foilborne is 40 mph, its maximum speed hullborne is five mph. The Dynafoil has a five-gallon fuel tank.

Q Evaluation: *007 used a one-man hydrofoil while on the mission in which he opposed Stromberg's grand scheme of kidnapping nuclear submarines. His report was enthusiastic enough for us to procure more than a dozen of these machines. We are modifying all of them so they may be disassembled to fit in a more compact space, and then be reassembled at the point of use. Either operation takes 20 minutes with tools which are sealed in a waterproof pouch inside the hull. -Q*



PM	RED	CRUS	MAX	RGE	FCE	STR	COST
0	5	25	40	65	0	1	1200

SURFACE BOATS

Glastron Carlson Scimitar

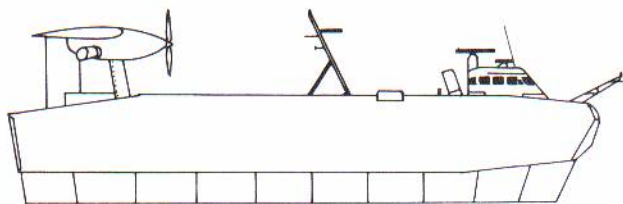
The Glastron Scimitar is a lightweight high performance boat. Weighing just 1850 pounds, the Scimitar is powered by a 260 bhp Mercruiser. The response from the Scimitar is ample for almost any captain. The Scimitar is 23.5 feet long, and a little bit shy of eight feet in width. The boat's fuel capacity is 50 gallons, and there is no intrinsic water tank. The top opens for observation or enjoyment of the weather, and buttons down then conditions are not so favorable. In the event that the sportboat develops leaks, it is equipped with an automatic bilge pump to keep things afloat.

Q Evaluation: *007 used a Glastron boat to good effect when he was down in Louisiana chasing Mr. Big. I believe the opposition stole a similar boat from the relative of a local law enforcement official, J. W. Pepper. We modified a Scimitar with the hanglider when we equipped 007 for the Moonraker mission. -Q*

Game Information: The bilge pump allows the Scimitar to absorb two extra levels of damage before the boat is affected. Thus, the first two LW results, or the first MW result, do not affect the Scimitar. If the first attack results in greater damage, reduce the damage two levels.



PM	RED	CRUS	MAX	RGE	FCE	STR	COST
+2	4	30	60	175	2	4	19900



PM	RED	CRUS	MAX	RGE	FCE	STR	COST
0	6	60	90	300	30	900	3.0m

SURFACE BOATS

Naviplane N 500

Built by the French company of Sedam at the Dubigeon-Normandie shipyards, this mammoth air cushioned vehicle is used as a ferry across the English Channel, where it is known as Seaspeed. The dimensions of the N 500 are impressive by the standards associated with hovercraft: a length of 164 feet; a beam of 75 feet, 6 inches; and a total height, on full cushion, of 56 feet. Empty, the N 500 weighs 341,000 pounds. The N 500 carries 44,000 pounds of fuel, 187,000 pounds of payload, with a maximum operating weight of 572,000 pounds. No known group has yet modified the N 500 for military purposes.

Q Evaluation: *The Naviplane N 500 is the most seaworthy hovercraft in the world. The expertise which built the hovercraft was a splendid mixture of shipbuilding and aerodynamic engineering skills. While most hovercraft need a very calm surface on which to travel, the Naviplane can handle the significant swells which can buffet vessels crossing the channel. -Dr. Lawrence Powell*

Game Information: The Naviplane N 500 suffers a -4 EF penalty when attempting a Double Back maneuver. The hovercraft suffers a -1 EF penalty when attempting a Quick Turn.

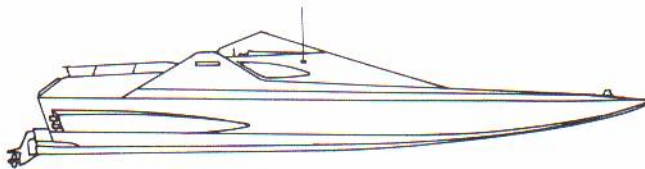
SURFACE BOATS

Riva 2000

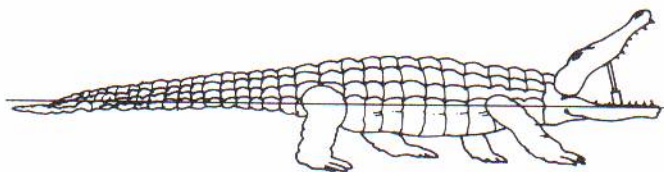
An Italian high performance motor yacht, the Riva 2000 has more than its share of luxury. The 37-foot long Riva boasts an anteroom to its cabin, amenities such as a head and a wet bar, and copious amounts of leather. If you tire of the cabin, go up on deck where you can open up the throttle on *three* 350-cubic inch Chevrolet marine engines. The Riva 2000 is not intended as a blue-water vessel, but it can handle short junkets well enough.

Q Evaluation: *While the Riva 2000 is not as splendid a vessel as the Classic Seventy Comorant, nor as much a sport boat as the Glastron Scimitar, she is still an exceptional craft. The amount of meticulous craftsmanship is truly gratifying to someone who has spent as much time as I have making sure that last bolt was tightened properly. I spent a few days aboard a Riva 2000 which the French authorities had impounded from Marcel Dupre, TAROT's prime assassin. He had a wide array of "black boxes" aboard his yacht, which proved similar in design to some of our own electronic countermeasures, and the French wished to know if I could help them locate their source. All I could confirm was that Isa Nakahara has managed to reduce M.I.6's previously comfortable lead in the technical aspects of espionage. -Q*

Game Information: The Riva 2000 is a sumptuous choice of yacht for a Beautiful Foil.



PM	RED	CRUS	MAX	RGE	FCE	STR	COST
+1	4	35	60	600	6	30	95000



PM	RED	CRUS	MAX	RGE	FCE	STR	COST
0	6	8	20	50	1	3	64800

UNDERWATER CRAFT AND DEVICES

Alligator Submarine

Developed by Q Branch in response to the need of 007 for a means of a discrete approach to the island palace occupied by Octopussy. Powered by a series of batteries located in the tail, the submarine is not intended for use in deep waters. The development of the alligator submarine was not without its problems.

Q Evaluation: *Another example, I fear, of overspecialization in a particular area — engineering in this case — resulting in a sad lack of knowledge in the other sciences. Odd how many inadvertent misnomers creep into our work; most of them are harmless however, and they may just serve to keep our opponents off their guard, particularly those who know the difference between an alligator and a crocodile.... One of our prototypes had a tendency to roll over whenever it was run at top speed. We believe we have solved most of the stability problems, but the craft is not meant to be used repeatedly. Longevity of service is seldom a consideration when we develop a piece of equipment for 007. -Q*

UNDERWATER CRAFT AND DEVICES

J.I.M. Diving Suit

The J.I.M. allows safe diving to depths of 900 feet. The suit contains three hours worth of oxygen, and the servo-mechanism gives its operator a much greater physical strength than normal. The bulbous, bulky contraption lowers agility and manual dexterity of the person using the diving suit by a considerable amount.

Q Evaluation: *One of the thugs in the employ of Kristatos attempted to leave Commander Bond with the crew of the St. Georges; wearing the J.I.M. diving suit gave the thug a considerably better chance than he would have had ordinarily. Unfortunately for him, the suit did not amplify one's thinking functions, giving 007 the necessary edge in the conflict. -Q*

Game Information: The J.I.M. diving suit raises the operator's STR to 15, and lowers the operator's DEX by 5. A character's DEX cannot be reduced to less than one in this manner.

PM	RED	CRUS	MAX	RGE	FCE	STR	COST
0	na	na	na	na	0	1	17500

UNDERWATER CRAFT AND DEVICES

Neptune Mini-Submarine

The Neptune mini-submarine is crewed by two people who are not averse to continual physical contact. Able to operate at depths down to 1500 feet, the Neptune has a duration of six hours. Scuba tanks and a minimal amount of equipment can be stored in the Neptune while the crew is operating the submersible. There is an airlock in the Neptune, allowing divers to get in and out of the craft when it is submerged.

Q Evaluation: *Melina Havelock had a Neptune mini-submarine available for her archeological work. 007 used the craft in the attempt to reclaim the special transmitter located in the sunken hulk of the St. Georges. The Neptune is remarkably maneuverable in the water, especially considering its limited power. Sonar is a necessity as the viewing ports are not sufficient for safe navigation in a congested area. -Q*

Game Information: The sonar screen in the Neptune can locate and identify objects on an EF 7 Electronics skill roll.

PM	RED	CRUS	MAX	RGE	FCE	STR	COST
0	5	10	15	75	4	10	70200

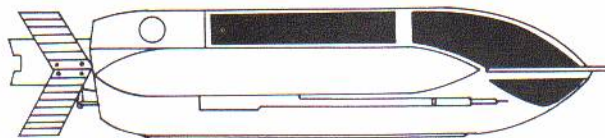
UNDERWATER CRAFT AND DEVICES

Mantis Attack Submarine

The Mantis is a modified salvage submarine operated by one person. Two mechanized arms represent the combat potential of the submarine. The Mantis has external lighting which will illuminate the working of the arms, but the illumination will not extend much beyond their three meter length. The attack submarine has an endurance of six hours, but operator fatigue sets in after only two hours. Motive power is supplied by a bank of batteries located in a ring inside the inner hull. The maximum operating depth of the submarine is 1200 feet.

Q Evaluation: *007 was assaulted by this craft when he and Melina Havelock were trying to retrieve the transmitter from the wreck of the ship St. Georges. I would not have thought the Mantis would make a very good combat vehicle; a little technical cunning and a diabolical attitude can create a weapon from anything, I suppose. -Q*

Game Information: The operator of this one-man submarine uses either the Electronics or the Boating skill (choice is up to the character) to generate the Success Chance of attacking with the arms. Should the arms hit their target, they do Damage Class I. The arms may restrain an opponent. The operator must make an EF 8 WIL roll in order to perform any task after two hours have been spent inside the vehicle. A failure causes the operator to suffer a -2 EF penalty for the task which necessitated the WIL roll.



PM	RED	CRUS	MAX	RGE	FCE	STR	COST
0	5	10	15	60	3	8	65600

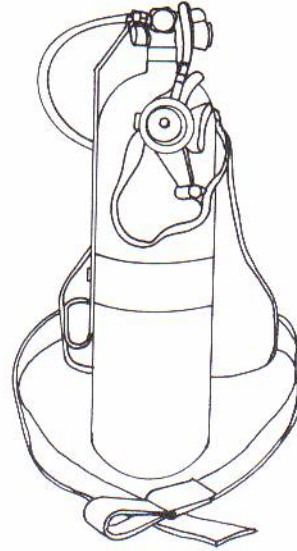
UNDERWATER CRAFT AND DEVICES

Steel 71.2 Scuba Tank

The steel 71.2 scuba tank has been the standard scuba tank for over two decades. The 71.2 refers to the tank's air capacity in cubic feet, although such tanks usually hold closer to 65 cubic feet of air. The pressure required to force that amount of air into the tank is 2250 pounds per square inch. There have been incidents where the regulator on the tank has been destroyed; the stream of air which resulted has powered scuba tanks through four interior walls of a building.

One tank has enough air for 30 minutes of operation at a depth of 30 feet or less. Greater depths use up air at a greater rate. One quarter of a tank of air is considered necessary reserve. Twin tanks are not uncommon.

Q Evaluation: *The standard steel aqualung is being replaced by more modern aluminum designs. While we have many types in stock, most of our experienced agents still choose the steel aqualung for reasons of familiarity. 007 has never used the new aluminum tanks, relying on the steel tanks exclusively. -Q*

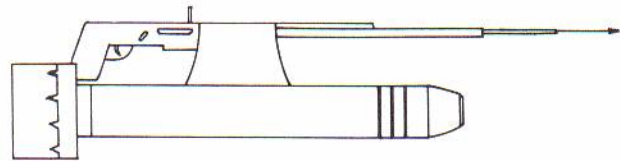


UNDERWATER CRAFT AND DEVICES

Underwater Sled

The underwater sled was invented not to allow divers to travel more quickly, but to allow them to travel without tiring themselves. The sled consists of a main cylinder resembling a torpedo, with either a platform atop the cylinder or a pull bar behind. At top speeds, the sled is somewhat unstable. The sled is powered electrically; its batteries need recharging after five hours of operation.

Q Evaluation: *007 seems to encounter these with a greater frequency than would seem likely. While they provide an effective means of transportation, they are very difficult to modify to better protect their operators. For this reason, we have procured no models for use by our agents. -Q*



PM	RED	CRUS	MAX	RGE	FCE	STR	COST
0	5	3	10	25	0	1	1300

Vehicle Modifications

This section contains a list of vehicle modifications. Standard vehicles operated by M.I.6 agents seem to be a rarity. This section often uses the phrase "requires Structure Points of the vehicle to be applied toward this modification," or words to that effect. This means that the particular modification in question "uses" those Structure Points, and that they are available for no other modification. Thus, there is a limit to the extent to which a vehicle can be altered or have new equipment added. A Lotus Esprit can accommodate no more than five Points worth of modifications, for instance.

For those GM's desiring a rule of thumb for those devices which have no Structure Point cost associated with them, assume that each such device will require half a Structure Point. This will prevent characters from requesting every option for which no cost is listed.

VEHICLE MODIFICATIONS

Air Cushion Vehicle Boat

A rubberized skirt billows from compartments located approximately at the waterline, while panels slide from the underside of the boat to allow special propellers to provide the lift. Only those boats with a low pounds per horsepower figure can be modified in this manner. The range of such a vehicle is half the vehicle's normal waterborne range; the vehicle cannot use this modification to travel over uneven terrain.

Q Evaluation: *We developed the air cushion modification for 006, as he was operating quite a bit in the Mediterranean area, especially North Africa. 007 used such a boat while on the Moonraker mission; we did not envision the boat being used in Venice, but we are pleased it performed adequately.* -Q

Game Information: Only boats with a maximum speed of 40 mph or greater can be modified in this manner, at a cost of half the craft's Structure Points.

VEHICLE MODIFICATIONS

Armoring Cars and Other Vehicles

The nature of the vehicles in which the agents of M.I.6 transport themselves tend to be conspicuous. Armoring is therefore especially important for survival. If you are spotted, you must be able to withstand the damage inflicted by those who have noticed you. Q Branch has four levels of armor protection available for vehicles. A brief description of the levels indicating the salient features of each is provided.

LEVEL I ARMOR

This level of armor consists of bullet-resistant plastic linings, some protection of vital areas of the vehicles, and flame retardant materials used in the fuel tanks.

Q Evaluation: *This level of armoring is intended to prevent ordinary handguns from hurting the operators of M.I.6 vehicles. It was not intended to prevent penetration by high powered handguns, submachineguns, or rifles of any kind. This level of armoring is standard on all M.I.6 vehicles used by civilians working for the Secret Service.* -Q

Game Information: Level 1 armor subtracts 4 Damage Classes from the normal Damage Class of the weapon; thus, a Damage Class I weapon does Damage Class E when used against this armor. The cost of armoring a vehicle to Level I is 2500 Pounds per Structure Point.

LEVEL II ARMOR

This level incorporates additional armor and also replaces fuel lines with steel tubing to prevent line punctures. Most of the vital parts of the vehicle are protected by metal plate. The weight of the vehicle is increased by the application of this kind of armor. Some powerplant modification is necessary to maintain the armored vehicle's performance.

Q Evaluation: *This is the most common form of armoring we do for vehicles used by agents in the field. We do not include "00" agents in this category, as they are in a special high-risk category. This armour will protect the occupants against all but the most powerful handguns, and will give substantial protection against all manner of small arms except high-powered military rifles and machineguns.* -Q

Game Information: Damage Classes of weapons firing against Level II armor are reduced by 6; a Damage Class I weapon does Damage Class C firing against this kind of armor. **Note:** For every five Structure Points (rounding down) a vehicle originally has, add one to its Force Rating. The cost of Level II armor is 5000 Pounds for each Structure Point the vehicle had originally.

LEVEL III

This level of armor introduces metal plate throughout the vehicle, special bulletproof glass which is built up layer by layer, and redundancy in many of the vehicle's vital systems. The weight of the vehicle is substantially increased by the weight of this armor. Extensive engine modification is required to maintain the performance characteristics, as well as new suspension, tires, and sturdier brakes for land vehicles.

Q Evaluation: *Level III armour is intended for our high-risk group only. This includes diplomats or other government officials for whom we are doing work, and our "00" agents. The Aston Martin driven by 007 had this level of protection. -Q*

Game Information: Level III armor reduces the Damage Class of weapons firing at it by 6; thus, a weapon of Damage Class I does Damage Class C. In addition, this armor *absorbs* one Wound Level; a Medium Wound becomes a Light Wound, and a Stun has no effect. For every four Structure Points in a vehicle (rounded up), add one to it to its Force Rating. All of the necessary alterations raise the cost to 8000 Pounds per original Structure Point.

LEVEL IV

Level IV armor is a combination of metal plate, ceramics, and plastic mesh and sheet. All electrical systems have at least one backup system, so even if the car is immobilized, badly damaged, any communication or other electronic equipment in the vehicle would probably work. The substantial weight gain with this type of armor makes the vehicle somewhat sluggish.

Q Evaluation: *We have never installed Level IV armour; none of our agents wished to sacrifice the necessary amount of vehicle performance. Other people who have a less stringent requirement for mobility may do well to choose this armour; it certainly saved the life of the American General Frederick Kroesen. The armour allowed his Mercedes-Benz to absorb the damage of a direct hit from a terrorist's RPG-7 anti-tank missile. -Q*

Game Information: Level IV armor reduces the Damage Class of weapons fired against it by eight, reducing a Damage Class I weapon, for instance, to Damage Class A. The armor also absorbs one Wound Level, rendering Stun results ineffectual, and lessening the impact of other wounds. For every three Structure Points in the vehicle (rounded up), add one to the Force rating to indicate the effect of the armor. In spite of extensive modifications to the powerplant, steering, suspension, transmission, and braking systems, the vehicle's Performance Modifier is reduced by one. A negative number is possible due to this reduction. Level IV armor costs 10,000 Pounds per original Structure Point.

Game Note: Since vehicles can be armored, why not characters? We omitted body armor because we felt NPC's might use this item in great numbers, while the characters — cognizant of the item's bulk and noticeability — would go without it. If you wish to use body armor, it will work as Level II vehicle armor, but will provide a maximum Damage Class reduction of four.

VEHICLE MODIFICATIONS

Bullet Proof Screen

A heavy metal alloy shield raises to cover the rear window, while another part of the shield guards the lower half of the car. No bullets of any kind will penetrate this screen, although .50 calibre machinegun bursts will badly dent the screen, making it impossible to lower.

Q Evaluation: *We installed this device in the Aston Martin DB-V 007 used in the Goldfinger operation. A rather heavy bit of work, one which required a careful redistribution of the car's weight where possible, and counter-balancing weights where we could not find ways to rearrange the Aston Martin's own weight. -Q*

Game Information: Such a screen requires two Structure Points of the vehicle to be allocated to it. This allocation is sufficient for about two square yards of screen; a greater amount of screen will require a greater allocation of Structure Points. The two Point allocation is sufficient for any car.

VEHICLE MODIFICATIONS

Burglar Protection

The burglar protection system consists of a decal proclaiming "Burglar Protected" and a series of sensors which, upon sensing illegal entry, detonate several charges of high explosive.

Q Evaluation: *This system was invented partially because it embodied the concept that certain principles must be defended, even at the expense of the object which those principles concern. Largely, however, it was developed because of the lightweight nature of the Lotus...adding additional protection to it was somewhat infeasible. It performed admirably in 007's Lotus, although he reminds me that his difficulties in a Peugeot were a direct consequence of the protection system. -Q*

Game Information: The explosion from the burglar protection system does Area Damage Class L. This system requires one Structure Point.

VEHICLE MODIFICATIONS

Carplane Conversion

The carplane conversion was used by Scaramanga to allow himself and Nick-Nack to escape from 007. Using an ordinary compact car as the base, technicians attached wings, tail structure, powerplant, and additional fuel storage capacity to the vehicle. The car's electrical system had been previously rewired to provide a dual system for the car and for the flying vehicle's instrumentation and control surfaces.

Q Evaluation: *The carplane conversion resembles, in form and handling characteristics, a V-1 buzz bomb built by a group of not altogether clever chimpanzees. The wing load is dreadfully high, the jet engine very thirsty for the amount of fuel the vehicle can carry, and the aerodynamics of the vehicle are, talking charitably, poor. Dr. Powell has been intrigued with a superior version of Scaramanga's device, but even he has not produced plans of sufficient quality for us to begin work on the project. Dr. Powell often refers to this as our C2B2 project.*—Q

Game Information: The automobiles so converted cannot total more than six Structure Points. The conversion can be accomplished within a half an hour if enough tools and competent technicians are available. The conversion requires five Structure Points to accomplish; all of these must come from the original ground vehicle total.

PM	RED	CRUS	MAX	RGE	FCE	STR	COST
-1	5	180	240	125	+1	+3	44500

VEHICLE MODIFICATIONS

Chapman Protection System

A standard commercial system which Q Branch uses as a base from which to add more exotic security devices. Some M.I.6 agents install this system in their personal cars. The central feature of the system is an ignition and bonnet locking system enclosed in a steel pipe. The pipe must be cut and the system removed before the car can be started, unless you have the specially coded security key. As you must first cut through the bonnet in order to remove the system, a theft is likely to be protracted and somewhat visible.

The Chapman Security System also includes an alarm that activates when anyone enters the vehicle by means other than the appropriate key. A glass sensor detects any extraordinary rocking, or up and down motion (such as being connected to a tow truck), and these sensors also activate the alarm siren.

A pocket pager, roughly the size of a fountain pen, begins beeping as soon as the car alarms are activated. This pager has a range of one mile, giving the owner instant warning that his car is being tampered with.

Q Evaluation: *We will often disconnect the other noisemaking components of the Chapman System, allowing an agent to be aware that his car is subject to tampering without prematurely notifying the tamperer that his activities have been noticed. As the great majority of our agents' cars*

are broken into for reasons other than theft, we find giving our man this sort of jump on the opposition can be very useful. —Dr. Walter Cobbett

Game Information: The sensor systems will not register any disturbance if the potential thief makes a QR 1 on his Lockpicking/Safecracking skill roll. Once the door is open or the window broken, there is no way to prevent the alarm from going off. The QR 1 merely prevents the alarms from going off earlier in the attempt. A sufficient number of Hero Points (four, for instance) might allow a character a chance to start a car protected by the Chapman Security System. The Chapman Security System requires one Structure Point.

VEHICLE MODIFICATIONS

Dimmers

The name is slightly misleading, as dimmer gadgetry consists of at least three sets of bulbs for each light in the vehicle, as well as range sensors, a variable rheostat, and a coordinating ROM chip. The driver inputs the distance which he wishes to simulate, the sensors indicate the actual distance to the vehicle (either in front or to the rear of the agent's vehicle), and the chip computes the amount of light needed to simulate the level of light the target vehicle would be expected to see if the agent's car were actually at the simulated distance. The dimmer device then makes illumination adjustments accordingly. Dimmers can prove decisive in night Chases.

Q Evaluation: *An effective device which is relatively inexpensive to produce, leaves no trace of its having been used, and one which can be used repeatedly. We strongly recommend the use of dimmers in our agents' cars, at least for the lights in the rear of the car — with one exception. Agents undertaking a mission in which the opposition is already suspicious will not wish to tip off the opposition by having a car that is noticeably different to any but the most casual observer.* —Q

Game Information: Characters seeing a vehicle using dimmers should make an EF 3 PER roll (or the GM should make it for them). If the actual range is Close, a QR 4 roll is sufficient to arouse suspicions; at a Neutral distance, a QR 3 or better is necessary; at greater ranges, a QR 1 is required. The maximum range is half a mile (300 Game Inches). One Structure Point of the host vehicle must be reserved for the dimmers. The confusion which results from the successful use of this item is worth a -2 EF modifier on any Fire Combat attempts against the vehicle.

VEHICLE MODIFICATIONS

Ejector Seat

The ejector forcefully removes any individual who may try to commandeer the car. When the driver presses a button, the roof of the car opens just in time to allow the exit of the seat and its passenger.

Q Evaluation: *The ejector seat we used in the Aston Martin DB-V driven by 007 is a good example of a failure that became a success. The ejector seat is nearly identical to one developed for the RAF, but which did not eject the pilot with great enough speed to guarantee clearance of the tail of the plane. We noticed that if we took the same assembly and actually lessened the amount of explosive propellant, we could use the device in an automobile. -Q*

Game Information: An ejected person suffers a Medium Wound. The ejector seat requires the use of half a Structure Point.

VEHICLE MODIFICATIONS

Gas Ports/Oxygen Units

Canisters of tear gas or smoke are located by each wheel. The canisters are triggered by means of a switch that is nearby the steering column. Within seconds, the vehicle is enveloped in a chemical cloud. The oxygen units are provided in case some of the gas leaks into the vehicle, or in the case of a chemical assault originating from outside the vehicle. The units have masks to cover the entire face, and the two small tanks of oxygen are sufficient for 20 minutes of breathing.

Q Evaluation: *I can only speculate whether or not 007 has installed these as special equipment on his latest vehicle. Communication Control Systems, Inc., does install such gadgetry, and it would make sense if such were installed in 007's vehicle. The gas ports will give a surrounded driver a few vital seconds in which to escape. -Q*

Game Information: Gas ports and the oxygen units require two Structure Points for installation. The gas takes only one Action Round to envelop the vehicle.

VEHICLE MODIFICATIONS

Gun Ports

Gun ports are the modern equivalents of arrow slits. Small hatches open up to allow occupants of the car to fire at their assailants who are outside the vehicle. Such ports do not create a visible opening; the shots are fired directly through the skin of the car.

Q Evaluation: *Q Branch will install a number of these if an agent so requests. Usual placement includes any door, beside the driver (firing out through the bonnet), or in the glove compartment. We will recommend that the number of gun ports be limited to four or less, because the gunports cannot be adequately armoured. The probability of a submachinegun round accidentally finding a gun port increases, of course, with the number of gun ports. A friend of Dr. Cobbett informed him that 007 had bodywork done on his car, the guess being that at least one gun port was being patched over after use. It seems safe to assume that 007's vehicle has such options included. -Q*

Game Information: Both the Taking a Bead and Specific Shot options are not possible through gun ports. As an exception to a general rule, gun ports can be installed at no cost in Structure Points, but the total number of gun ports cannot exceed the vehicle's Structure Point total.

VEHICLE MODIFICATIONS

Halogen Burst Lamp

This device is intended for use at night; it is ineffective during the day. Mounted on the rear of the vehicle, often in the place of the usual lamp illuminating the rear license plate, the halogen burst lamp is intended to get rid of following cars, especially those riding on one's bumper.

Q Evaluation: *These devices are rarely employed by Q Branch, because of their limited usefulness. Assuming your opponents will chase you only during the night is risky. We will modify our agents' vehicles if there is a pressing reason to include the burst lamp. Usually it is not worth our time. Members of the Red Brigade feel differently, as a number of their vehicles have been reputed to be modified in this manner. -Dr. Walter Cobbett*

Game Information: At Close range, the lamp will stun any observers facing it, causing an immediate Safety roll. At Neutral range, the lamp causes observers to perform all actions with a -1 EF modifier. Should the GM feel it is appropriate, the halogen lamp may be effective during a sufficiently gloomy day.

VEHICLE MODIFICATIONS

Hanglider Boat

The hanglider is hidden as part of the boat's canopy, triggered by a release button on the instrument panel. This same button opens the throttle to full and keeps it there. The frame of the

glider springs out, angled to catch the wind created by the velocity of the boat. The handglider can be released once the agent is in place.

Q Evaluation: *We originally thought of the usefulness of such a device when we were analyzing 007's mission against Mr. Big. We felt there must have been a modification which would give an agent enough distance on his pursuers to terminate the escape. The air cushion vehicle was one solution, the hanglider boat another. Each worked well enough; 007 managed to escape from that amazing Jaws fellow by means of our hanglider boat. -Q*

VEHICLE MODIFICATIONS

Head-Up Display

This device allows the operator of a vehicle to determine all functions associated with the vehicle without looking down. The windshield effectively becomes an extremely sophisticated instrument panel. Sensors within the vehicle will allow the head-up display to show surface conditions, the slope of the road, or even how snow is banked along the roadside.

Q Evaluation: *When 007 had his vehicle shipped to America recently, I had to make sure the car was properly packaged. I accidentally noticed a peculiarly shaped, slim lens positioned to project an image onto the windshield. I asked Dr. Powell, for he and Dr. Cobbett had been kind enough to help me with the arduous task of packing the car, whether or not the system looked familiar. After a cursory inspection, he declared it to be a head-up display similar to those used in fighter aircraft. While 007 has not confirmed the evaluation, I feel Dr. Powell's opinion can be trusted. -Q*

Game Information: Installation of the head-up display requires one Structure Point. The device gives the driver a +1 EF modifier during Chases at night and during inclement weather.

VEHICLE MODIFICATIONS

Ink Cloud Dispenser

The ink cloud dispenser is for use with underwater vehicles, as a defensive measure. The dispenser releases a quantity of very dense ink which, in a few seconds after release, expands to obscure a volume nearly 100 feet in radius. The dispenser contains enough ink for two uses.

Q Evaluation: *The Lotus Esprit that 007 was to use for the Stromberg operation needed several compact defensive systems. The ink cloud dispenser was a logical choice that was easy to install, effective, and small. We understand that*

TAROT is using a similar device using a radioactive dye. This dye leaves a faint trace of radioactivity, making tracing the object or person somewhat easier. -Dr. Walter Cobbett

Game Information: The ink cloud requires three Action Rounds to reach its full girth, at which time it is 10 Game Inches in radius. Vehicles moving through this cloud have a -2 EF modifier applied to their maneuvers. Installation of the ink cloud dispenser requires one Structure Point.

VEHICLE MODIFICATIONS

Mine Bay

Four small mines are stored in a rear bay, which is controlled from the vehicle operator's console. The mines are set to detonate upon contact, doing a good bit of damage when they explode.

Q Evaluation: *A piece of derivative technology, actually. We used our own concept of the "air mines" which we placed on the Wallis Autogyro in a more reasonable context. 007's Lotus Esprit was equipped with this option. -Q*

Game Information: The mine bay and control features required one Structure Point from the vehicle. The mines do Area Damage Class K.

VEHICLE MODIFICATIONS

Mirror Dart Gun

Kananga's heavies had a vehicle which fired darts from the sideview mirrors. The darts were obviously poisoned, most likely with Sea Wasp venom. The telescreen viewing system makes it easy to target the weapon. The mirror dart gun has a range of 20 yards. The dart can certainly travel further but lacks the energy to penetrate (and thence deliver its poison) beyond 20 yards.

Q Evaluation: *An insidious device which is really rather clever, though of dubious value in cold weather. 007 managed to save himself by driving the vehicle to comparative safety over the slumped body over the victim of the dart gun. He was lucky the thug did not stay around for a second shot. -Dr. Walter Cobbett*

Game Information: The mirror dart gun requires an allocation of one Structure Point.

PM	S/R	AMMO	DC	CLOSE	LONG
+1	1	3	D	0-6	na
CON	JAM	DRAW	RL	COST	
na	99	0	5	3240	

VEHICLE MODIFICATIONS

Missile Launching System

The missile launching system was seen on James Bond's submersible Lotus. The launch system consists of two tubes, one for a 1.75-inch free-flight rocket, the other for a radar homing air-to-air missile. The homing missile is guided from a console which replaces the ordinary instruments on a dashboard.

Q Evaluation: *The Lotus used by 007 had special versions of the missiles which were capable of being launched when submerged. The free-flight rocket was dubbed the Pipefish, while the air-to-air missile was somewhat inexplicably named the Marlowe. Dr. Powell supervised many of the necessary changes; my role on the project was relatively minor. I was therefore suprised when Anya Asamova identified me as "Major Boothroyd"; we knew Ms. Asamova had some access to the Lotus plans, but I was unaware she knew as much about the operations in Branch as she did. A rather unnerving brush with a security breach. -Q*

Game Information: The missile launching system requires three Structure Points.

VEHICLE MODIFICATIONS

Mobile Phone/Black Box

The mobile phone has long been a symbol of the person who was mobile both physically and socially. This sort of phone has a 25-mile range, ample to allow time for a quick call to your destination to make sure all goes as it should and that your location is secure. The cost of this sort of telephone is 2200 Pounds.

Q Evaluation: *On a recent mission, James Bond used a mobile phone with a technological twist: a black box roughly the size of two cassette tapes. This box hooks up to a telephone and imitates the computer signals which initiate and control telephone traffic. Thus, the black box allows communication with any other telephone in the world that is hooked up, through any network, to the telephone to which the device is connected. The line is secure, because the black box fools the monitoring computers into believing the line is not in use. The mobile phone may now be used to send signals through the black box telephone; the black box telephone is referred to as the base telephone. -Jonathan Maclean*

Game Information: The cost of the special unit is estimated to be 3650 Pounds. The unit takes half a Structure Point to install.

VEHICLE MODIFICATIONS

Oil Slick Sprayer

A defensive modification, the oil slick sprayer was in the Aston Martin DB-V James Bond used in the Goldfinger mission. The sprayer is essentially a large aerosol can that layers on oil. The controls to the oil slick sprayer are located near the gear box.

Q Evaluation: *The oil sprayer spreads oil evenly and most generously over the road surface, absolutely guaranteeing that vehicles hitting the spot will experience a drastic drop in the adhesion coefficient, localized, of course, to the treated area. Since its introduction on the Goldfinger mission we have used the oil sprayer on over a dozen vehicles, making it by far our most common modification other than armouring. -Q*

Game Information: The sprayer causes all vehicles following at Close, Medium, and Long ranges to perform two immediate Safety rolls at an EF 2 to avoid a mishap. Installation of oil slick equipment requires half a Structure Point be allocated to the equipment. The oil slick sprayer has enough oil for two separate sprayings.

VEHICLE MODIFICATIONS

Puncture Proof Tires

A necessity for those popular cars which find themselves much shot after. This type of tire includes the Dunlop Denovos and the Michelin Autoporteurs, both of which have been used by 007 on one vehicle or another. The self-sealing tires will not split under duress.

Q Evaluation: *The need for bullet proof tires is so obvious that making an intelligent choice about them is often neglected. Tires are a car's control surfaces; an indestructible tire with a high profile (making it dangerous for high speed driving) is of little use to an agent behind the wheel of a Lotus or Aston Martin. Both the Denovos and the Autoporteurs have excellent road characteristics as well as being able to absorb a good deal of punishment. -Dr. Walter Cobbett*

Game Information: Damage the equivalent of two Kills must be done to one of these tires before it goes flat.

VEHICLE MODIFICATIONS

Revolving License Plate

A simple diversion to throw off trackers who are in long range communication with one another, the revolving license plate mechanism has four separate license plates from which the driver may

choose. A cost effective way to lessen the effectiveness of a computer coordinated dragnet.

Q Evaluation: *The revolving license plate first appeared on an M.I.6 vehicle on the Aston Martin DB-V assigned to 007 for the Goldfinger mission. Some time before that it appeared on the sedan of the American gangster, Al Capone. It continues its service for disparate individuals in many parts of the world. -Dr. Walter Cobbett*

VEHICLE MODIFICATIONS

Satellite Navigation System

A version of the satellite navigation system is currently used in Japan where it is installed in a commercially available automobile. The unit with a visual display which shows one of several different scale maps stored on microfiche. The vehicle's exact location is shown on the map within a margin of error of just over a yard; normally there will be less than a yard error.

Q Evaluation: *We developed this system in 1971. Twelve years later a similar model was being used in Japan in the Honda Vigor automobile, one which is being sold only in Japan. This indicates that the Japanese Secret Service developed the system at approximately the same date as Q Branch, given the expected lag between Q level technology and commercial release of that technology. I have no indication as to the number of improvements which the Japanese may have made in their system, but I am confident ours is the most sophisticated in the world. -Dr. Lawrence Powell*

Game Information: The satellite navigation system requires one Structure Point to function. The Q version costs approximately 8600 Pounds.

VEHICLE MODIFICATIONS

Side Car Bomb

A favorite of TAROT for their variation on "hit and run" murders. A modified motorcycle sidecar containing enough explosive to simply disintegrate most automobiles is guided from the firer's motorcycle by means of a joystick. The sidecar has a top speed of 90 mph and a range of six miles. The guiding motorcycle must remain within sight of the sidecar to guide it.

Q Evaluation: *One of our more promising new agents, Fred Hughes, reported that he was attacked by such a device while on assignment in Libya. Since that report, there have been three more incidents reported to us: one from the CIA and the other two from M.I.6 agents. The CIA man and one of our men were killed. It is a difficult*

form of attack to defend against, requiring a fast car and excellent reflexes. -Capt. Michael Roberts

Game Information: The sidecar does 3×Area Damage Class L. The sidecar is guided through successful Pursue/Escape Maneuvers in a Chase. Once the range becomes close, the sidecar must perform a Force Maneuver to detonate.

PM	RED	CRUS	MAX	RGE	FCE	STR	COST
0	4	60	90	6	2	1	na

VEHICLE MODIFICATIONS

Smoke Screen

A pressurized canister containing a liquid which becomes smoke upon contact with air. The smoke screen will produce enough smoke to cover the width of the largest highway.

Q Evaluation: *The Aston Martin DB-V used by 007 had this piece of equipment on it. The smoke screen is useful during the night as well as the day, for the smoke obscures headlights and light-amplification systems (such as Nitefinder goggles). We still install the smoke screen modification when it might be useful on a mission. -Q*

Game Information: Drivers who follow through the smoke at Close or Medium range are considered blinded and must make an EF 4 Safety roll unless they recover. The use of smoke automatically increases the range between the character and the vehicles following him by one category. There is enough smoke in the canisters for two separate uses. The cost to place the smoke screen on a vehicle is half a Structure Point.

VEHICLE MODIFICATIONS

Submersible Modification

James Bond's first Lotus Esprit was modified to become a truly amphibious vehicle. Fins extend from the middle of the vehicle, the wheels fold in and are sealed off, and a periscope rises from the midsection of the car. Power is supplied by electrically driven propellers. The range of such a submersible is about 15 miles.

Q Evaluation: *Most versions of the submersible are also equipped with a snorkel, which allows the vehicle to ford bodies of water not more than 16 feet deep. In 007's vehicle, the snorkel system was removed to make room for the missile launch system. The submersible system was a complete success, regardless of 007's comment about the fish, but its expense precludes its use on any but the most important "00" missions. -Q*

Game Information: The cost of submersible conversion is 150,000 Pounds per vehicle Structure Point. The submersible version of a vehicle has the same number of Structure Points as the basic vehicle, as well as that vehicle's Force Rating.

PM	RED	CRUS	MAX	RGE	FCE	STR	COST
0	4	5	20	15	na	na	na

VEHICLE MODIFICATIONS

Tracking Screen

Used to determine the location of a previously planted homing device or tracer, the tracking screen has a sweep bar similar to that of a radar screen. This bar keeps track of the blip representing the homing device, the screen scale having been pre-determined by the transmission range of the homing device.

Q Evaluation: *The tracking screen was first used in a Jaguar XKE-140-MC driven by 006. Its singularly most famous use was as another addition to our Aston Martin DB-V which 007 drove. The tracking screen is still very much in use. We have enough items in stock to install the tracking screen in almost a dozen vehicles. -Dr. Walter Cobbett*

Game Information: Installing a tracking screen requires the allocation of one Structure Point.

VEHICLE MODIFICATIONS

Twin .50 Calibre Machineguns

Two .50 calibre machineguns mounted on the chassis of an automobile. The firepower provided was tremendous but rarely worth the difficulties. There was only enough ammunition for three or four bursts, and reloading took nearly an hour in the proper facilities.

Q Evaluation: *007's Aston Martin DB-V was the first attempt we made at installing the heavy machinegun on an automobile. His results could be considered a mild failure. Subsequent uses were often worse; 005 nearly lost his life when he involved himself in a firefight he could not continue because of limited ammunition supply of the .50 calibres. 006 was severely burned when the guards he had opened fire on called for support, which arrived in the form of a T-34C Turbo Mentor carrying incendiary bombs. These experiences have made us reluctant to again install the weapons unless M makes a specific request. -Q*

Game Information: The twin .50's need a commitment of two Structure Points.



PED
WALK

PED
WALK

T E
TRAFF

CF52116



Common Devices



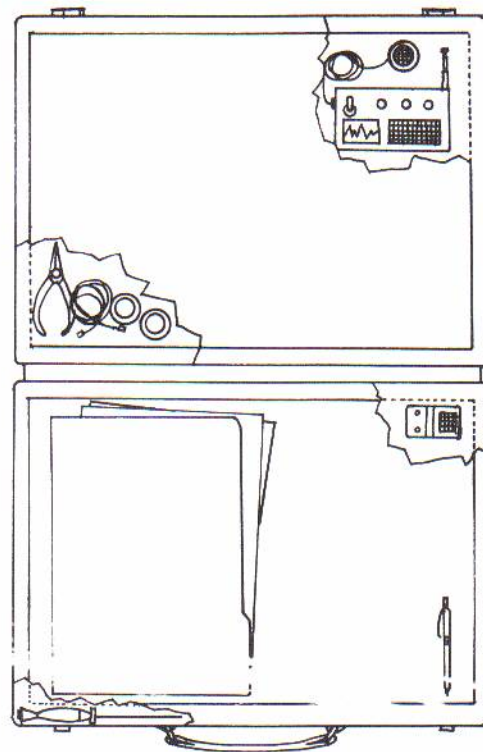
These devices look like ordinary items, but they have alternate uses. They are among an M.I.6 agent's more important advantages over the opposition.

ATTACHE CASES

Attache Case MS67g

This case is steel-strengthened, with several secret compartments designed to contain twice as much equipment as one would think possible of such a small space. The compartments are very difficult to detect. Included in the case is a long range microphone which can pick up conversations at a distance of 300 yards, the Avram tracer (see Security Devices), a miniature microphone/transmitter that is approximately the size of a cigarette lighter and has a range of 440 yards, a receiving set for the microphone/transmitter, and a Telephone Electronic Guard (see Security Devices). Also included are wire cutters, a Sykes-Fairbairn throwing knife, blasting caps, wire, and enough explosive to open two doors.

Perhaps most importantly, the case includes a sophisticated pen-alarm. This alarm is set to a frequency which is a long range modification of the 900 Alert System used by the SAS. If activated, the pen-alarm will signal M.I.6 headquarters in London from any location in which the agent might find himself. As soon as headquarters is alerted of their agent's peril, the micro-mechanism of the pen-alarm can be used as a homing device for M.I.6 to track their agent's location.



Q Evaluation: *This attache case represents the current limit of our ability to discretely fill unobtrusive space. It is quite popular with our "00" section. I assure you there is ample room in the case for it to perform its usual functions. -Q*

Game Information: An EF 1 PER roll is necessary to detect the compartments. All compartments are found on a QR 1, none on a Failure, and one is found otherwise. Only one search per character is permitted.

ATTACHE CASES

Attache Security Linings

These are a recent development of Q Branch. They serve two functions. Foremost, they are a means of fooling X-ray security devices by providing a more harmless silhouette than the true contents of the attache case would warrant. The false imaging comes complete with material to provide lighter shadowing for the illusion of stacks of papers, books, or other objects which might actually be in the case if opened. The other benefit of the lining is its bullet resistance.

Q Evaluation: *The production of the linings is still more of an art than an exact science. While the precise nature of the materials is understood, there is no such fixed law on how to arrange the materials so that they have the proper look. We have gotten rather good at this sort of thing; we can simulate almost any object an agent might wish to have appear in his case. -Q*

Game Information: Subtract one from the Damage Class of a bullet passing through the linings. This subtraction is cumulative with any other case armoring.

ATTACHE CASES

CEB 1000

Under anything but exacting scrutiny, this case appears to be a normal Samsonite briefcase. It functions as a routine briefcase. The CEB 1000 has several unusual features as well. 2000 volts will surge through the case if it is removed more than five feet from its owner. A transmitter carried by the case's owner triggers a siren in the briefcase, as well as a beeper on the transmitter, to indicate theft. If the briefcase has not been released within a quarter minute, the electricity arcs through the case. The shock is not designed to kill, but it makes the CEB 1000 impossible to hold. The CEB 1000 is bullet resistant, with Kevlar material bonded into the lining of the case's lower section.

Q Evaluation: *The CEB is available commercially, and is most probably the finest such product on the market. We actually have purchased more than a few of these cases for courier work and the like. Some of our more experienced agents request the CEB 1000 because of its bullet resistant nature. -Q*

Game Information: The Kevlar material combined with the hardened shell of the case will completely stop projectiles that do Damage Class E or less. The CEB 1000 will lower the Damage Class of all projectiles by five; thus, a Damage Class F weapon would do Damage Class A against the holder of the CEB 1000. The electric shock of the CEB 1000 always Stuns the holder of the attache case, who will automatically drop the case unless he spends a Hero Point.

ATTACHE CASES

Knife Dispenser

The interesting feature of this briefcase is a pair of compartments sewn into the inner lining on one side of the case. The compartments are spring loaded, each containing a finely balanced throwing knife. Setting the tumblers to prearranged numbers sets the spring mechanism to release the blades on a five-second delay through an aperture in the bottom of the case.

Q Evaluation: *The delayed knife dispenser is a simple idea elegantly executed. The knives chosen were the Sykes-Fairbairn commando knives, both for their balance and their compact shape. We have found this case to be of good use to many of our agents; 007 used one while he was in America recently. -Q*

Game Information: After the initial knife is delivered, the second knife will be released in two Action Rounds.

ATTACHE CASES

From Russia With Love

This famous espionage accouterment is slightly heavier than other cases of its ilk, for good reason. Within concealed compartments there are 50 gold Sovereigns, 40 rounds of ammunition concealed in two separate sections, an infrared telescopic sight, and an AR-7 folding stock survival rifle. Lest anyone attempt to borrow any of the items in the case, there is a cartridge of tear gas (often disguised as a container of talcum powder) which activates whenever the case is opened inappropriately. To open the case properly, the latches must be twisted a bit horizontally before they are released.

Q Evaluation: *One of my personal favorites. I feel we did a superb job with this one; state of the art for its day and frequently imitated. These cases are still assigned to agents who are going on missions in which we expect them to be out of contact with any Station for an extended period of time. -Q*

Game Information: The tear gas canister will attack with a Primary Chance of 20, almost all attacks occurring at EF 5. The gas does Damage Class F, but all damage greater than an LW is removed after 15 minutes clear of the gas. The LW result is "healed" 24 hours after the gassing.

BELTS

Explosive Belt



Simultaneously twisting and pulling on the belt buckle with release the catch mechanism, opening the compartment in the buckle. Inside the belt buckle are two blasting caps, and a single-charge "burst" battery to provide power to detonate the caps. The back end of the prong is sharpened to provide a minimal cutting edge. The prong is used to cut open the back of the belt, inside of which are 30 feet of *very* thin wire and enough plastic explosive to blast open a door. The belt is made to resemble alligator hide or similar material, to help mask its rather thick appearance.

Q Evaluation: *We assign the explosive belt only to agents who are on sabotage or other mission requiring a small amount of explosives. TAROT often equips those in its terrorist section with the belts as general equipment. As many of their agents are not well versed in the use of explosives, the result is less than TAROT may have hoped for; our agents often equip themselves with this device by borrowing these belts from the less proficient TAROT sources. -Q*

Game Information: A character who specifically looks at another character's belt can notice an explosive belt if he succeeds on an EF 5 PER roll. The belt is otherwise unnoticeable.

BELTS

Money Belt

A most unusual money belt developed for those whose security needs are more stringent than average, this article is constructed from high quality leather, with a large (usually U-shaped) buckle with a single spike. Twisting the spike for a few turns reveals an extremely sharp blade concealed within the spike sheath. This blade is used to force open a hairline crack in the buckle. Within the buckle is a handle for the blade. Using this tool, the agent measures off two-inch segments of the belt, starting at the buckle. Each two-inch segment contains from 150 to 300 Pounds sterling in a different currency. By cutting through the stitching, the agent can gain access to emergency currency for upwards of a dozen nations.

Q Evaluation: *A convenient device we give to agents who might be travelling about during a mission, or who might be expected to be captured and moved. 007 has used the money belt on occasion. We now suggest the belt as standard equipment for "00" agents, as their movements are unpredictable. -Q*

PENS

Acid Pen

This pen can appear to be either a fountain pen or a ball point pen, the major difference being the amount of acid in each. The pens are pressurized with an inert gas to insure the smooth application of the acid; the acid comes out in a stream less than half an inch long. The ball point version holds two cc's of acid, enough to cut four times through an iron rod one inch in diameter (i.e., sufficient to remove two bars from a jail cell) or enough to cut about a 10-inch diameter hole in sheet metal, such as a car body. The fountain pen version holds four cc's of acid, enough for eight cuts through a one-inch iron bar, or to cut a 14-inch diameter hole in sheet metal.

Q Evaluation: *The preceding description is for the standard pen. We added a little extra to 007's device: a miniature receiver to pick up transmissions from the transmitter within the mock Faberge egg used in the Octopussy mission. It could receive at ranges up to 200 yards. -Q*

Game Information: The acid requires one Action Round to completely dissolve the metal to which it is applied.

PENS

Pen Pistol



The pen does write, as well as shoot. It is, however, a bulky implement, even for a fountain pen. The pistol is fired in a manner analogous to the use of a syringe. Holding the pen base against the palm of his hand, with the pen protruding between the index and middle fingers, the agent fires by pulling his fingers back toward his palm. The grip and the weapon were not intended for great accuracy. The preferred calibre for the device is 9mm Parabellum.

Q Evaluation: *A weapon common to our operations during the late 1940's and throughout the 1950's, we rarely use this pen weapon now. 005 was the last agent to use the device, for a mission in 1978. We still have a small stock of the pen pistols. Eastern Bloc operatives still use the weapon, as do several of the "executives" of TAROT. -Q*

Game Information: Any legitimate agent of an intelligence gathering organization will recognize this device on an EF 10 PER roll.

PM	S/R	AMMO	DC	CLOSE	LONG
-1	1	1	F	0-1	4-8
CON	JAM	DRAW	RL	COST	
na	97-99	0	2	na	

SHOES

Dagger Shoe

An old favorite, still admired by those who work for TAROT. A spring-loaded dagger six or more inches long is hidden in the sole of the shoe. The dagger is released by twisting the heel of the shoe, a maneuver which can be performed discretely while wearing the shoe. The dagger adds one Damage Class to the Hand-to-Hand Damage Class of the person wielding the shoe dagger. The dagger is frequently envenomed with the equivalent of Sea Wasp toxin (see Drugs, Poisons, and Chemical Agents). Any wound result is sufficient to introduce the poison into the victim's circulation. After one person is poisoned in this manner, a fresh dose of toxin must be applied to the blade.

Q Evaluation: *A clumsy weapon, effective only when combined with surprise. It is therefore favored by cowardly skulkers or those who specialize in betrayal. Rosa Klebb fit such a description; it should be noted that her direct attack on 007 was a failure. -Q*

Game Information: A GM is advised to use the poisoned version of this weapon only against "00" rank characters. Lesser ranks have a correspondingly small chance of survival.

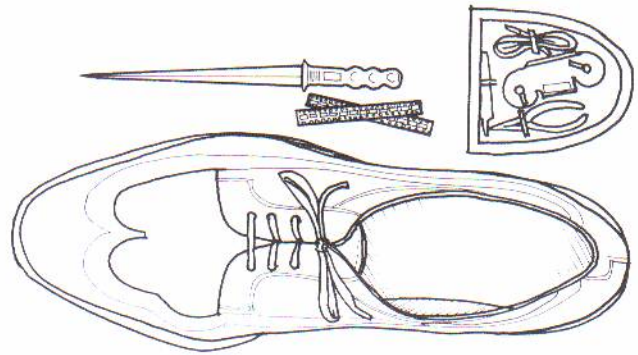
SHOES

Shoe Escape Kit

A Q Branch specialty, these kits have saved many agents from long internments. Developed from similar devices used in World War II, the latest version includes several useful items. In the heel, there is a wire cutter, a metal file, and a small microfilm reader with sufficient power for six hours of use. There is also a spare shoelace in the heel. In the sole, there is a plastic dagger and several microfilm strips with maps of the area in which Q Branch had reason to believe an agent would be held captive.

The shoe laces are chemically treated to be easily inflammable, such that they will burn very briefly and at a very high temperature. The heat they produce is adequate to loosen a half-inch iron bar sufficiently to remove it with a push of sufficient strength. There is a small prying tool beneath the tongue of the shoe. This tool is used to pry open the heel and sole of the shoe to access the equipment stored there.

Q Evaluation: *We have continually developed the shoe escape kit for nearly 40 years. The current version is considered ample for ordinary incarceration, not being intended to permit escape from maximum security installations. The item is standard for most of our agents, although the "00" section has a curious aversion to the item. -Q*



Game Information: The blade hidden in the shoe adds one to the wielder's Hand-to-Hand Damage Class, but is not balanced well enough to be thrown effectively. **Note:** An iron bar can be removed with an EF 5 STR roll in the Action Round following the Round in which the shoelace was burned. For each Action Round thereafter, the EF is reduced by one (the step from 1 to ½ is considered a full reduction). After the bar has cooled for six Action Rounds, it can no longer be removed by a STR roll.

UMBRELLAS

Umbrella Airgun

This device has been used by TAROT agents in many cities, including London, for the inconspicuous removal of objectionable elements. The weapon works only at a range of one foot or less. Over greater distances, the pellet will not penetrate normal street clothing.

The pellet consists of a toxic metal and additional slow acting poison. The character who is shot will feel something akin to a bee sting, if he feels anything at all. There will be minor swelling and discoloration where the pellet has punctured the skin. There is a chance the victim will recover on his own; if poisoning is suspected within the first 30 days, medical treatment is also possible. Otherwise, the victim will die 60 to 90 days after being shot.

Q Evaluation: *The first known use of the airgun was in 1977 against a Hungarian dissident living in London. Whether or not there were previous uses of the weapon is not known, but there are cases of mysterious deaths which fit the pattern of the poisonings since 1977. I am working on an anti-toxin to be given our agents to neutralize the effects of the poison, but the toxic substances in the pellets used by our opposition changes frequently, frustrating my attempts at a defensive preparation. As a countermeasure, I have developed a simple blood test to detect the presence of such toxins with 98 percent accuracy. The equipment for the test can be carried in a wallet, administered in seconds by sampling blood in the region of the wound, and within 30 minutes the presence of slow acting toxins can be ascertained. Field testing of the unit is scheduled to begin in six months. -Dr. Elaine Turner*

Game Information: When first shot, the victim receives an EF 3 STR roll to see if the victim shakes off the effects of the poison. If medical treatment for poison is rendered within the first 30 days, the victim receives two EF 5 STR rolls. Making either roll will save the victim's life. If the Fire Combat roll results in a QR 2 or less, the victim will not be aware he has been shot.

PM	S/R	AMMO	DC	CLOSE	LONG
0	1	1	na	1 ft	na
CON	JAM	DRAW	RL	COST	
na	99	0	20	na	

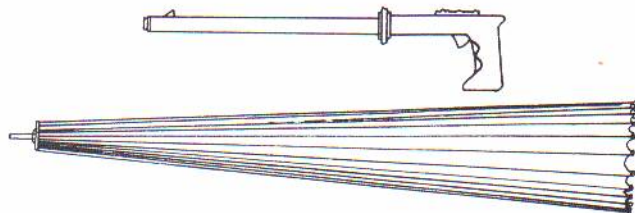
UMBRELLAS

Umbrella Pistol

The shaft of the umbrella unscrews six inches or so before the catch. The handle and remaining shaft are a .22 calibre (long rifle) single shot pistol. The trigger and safety are parts of the umbrella handle. To operate the device, a character turns the engraved portion (the safety) and slides a thumb across the trigger plate to fire, reload, reset the safety, reconstruct the umbrella, and go on about his business.

Q Evaluation: *Rather embarrassing to admit, but it was the Belgians who developed this weapon rather than ourselves. An assassin's weapon, and only for a cool, skilled assassin. The mechanisms are reliable, the pistol is accurate. The major drawback is that the weapon cannot have a sound moderator attached. The kill is therefore noisy. We have a stock of these weapons; only 006 has used them in the last five years. -Q*

Game Information: The umbrella requires four Action Rounds to assemble or disassemble, and no tools are required to perform either task.



PM	S/R	AMMO	DC	CLOSE	LONG
0	1	1	D	0-1	5-10
CON	JAM	DRAW	RL	COST	
na	98-99	0	1	na	

UMBRELLAS

Umbrella Shield

This is an attempt at bullet proofing, one which is only partially successful. It is carried by agents who are willing to accept partial protection in preference to none at all. The device looks as one would expect an umbrella to look and indeed will function as one. It weighs more than twice as much as a normal umbrella, due to its unique construction. Six layers of special material, termed "bullet resistant," are added to a specially strengthened frame. The main shaft of the umbrella is built akin to a shock absorber for an automobile, for absorbing some of the kinetic energy of the bullet.

Q Evaluation: *An American contribution to the technology of espionage, and an acceptable one. The compression feature is of dubious value, as the bullet would be through the material before the "shock absorber" had compressed much more than a hundredth of an inch. The rest of the bumbershoot is of value, giving a degree of protection which is worth carrying around with you. We have nearly a hundred of the bumbershoots in stock. -Q*

Game Information: Reduce the Damage Class of all projectiles fired at the umbrella by three.

UMBRELLAS

Umbrella Smallsword



Give the handle a good tug, and an audible snap will be heard, followed by the emergence of two feet of pointed metal. The blade is securely fastened to the handle. The weapon is quite good for thrusting, mediocre for cutting, and abysmally balanced for throwing.

Q Evaluation: *Professionals generally consider the hurling of a bumbershoot sword the equivalent of resheathing the blade, as each action renders the weapon equally harmless. Most of our agents consider the bumbershoot smallsword a romantic rather than practical weapon; it has the distinction of being the only weapon in stock here at Branch that 006 has not used at some time. It is a favorite, almost the signature, of 004. -Q*

Game Information: An umbrella smallsword adds three to the Hand-to-Hand Damage Class Rating of the individual wielding it. It *subtracts* one should the sword be thrown. One Action Round is required to unsheath the smallsword. The umbrella smallsword will be used by eccentric Masterminds or their henchmen.

UMBRELLAS

Umbrella Transmitter/Receiver

The umbrella transmitter/receiver has an additional component — an earpiece which is necessary to amplify the volume of the received transmissions. The earpiece is approximately the size of a hearing aid. The transmission microphone is located at the top of the umbrella handle. The transmission range is three miles, while the reception range is nearly 30 miles. The equipment is powered by small batteries which have sufficient charge for six hours of operation.

Q Evaluation: *We use these devices for routine surveillance operations, being a common item for our rookie agents. The range is superior to that of a "walkie talkie," and it is a good deal more discrete. The technology is rather ordinary, so we occasionally "export" these items for similar items from allied agencies. -Q*

WATCHES

Detonator Watch

Pressing twice on the watch face releases the back plate, revealing two long strands (each about 16 feet) of ultra-thin wire and two blasting caps. There is a small amount of plastic explosive within the watchband, enough to open an air vent grille or normal interior door, but not enough to seriously damage anything which could withstand four or five sledgehammer blows.

Q Evaluation: *The miniscule amount of explosive in this watch makes it useful only in expert hands. For this reason, we give the watch only to our "00" agents or to those who have exceptional skill in demolitions. 007 used this item properly on the Moonraker mission to dislodge an obstructing air vent grille. -Q*

WATCHES

Garrotte Watch

Pulling on the time setting stem until it clicks allows the wearer to set the time on his watch as he normally would. Pulling the stem beyond this point releases two finger grips which detach from the watch casing. Holding the watch by the reinforced watchband, the wearer pulls on the finger grips to expose a length of strong, thin wire.

Q Evaluation: *This watch is not one of ours; originally a Soviet design, it now serves in TAROT as well as with the Communist Bloc. Red Grant was an expert with this weapon; strictly on the merit of the weapon and the skill of Red Grant, it is wholly remarkable that 007 is alive today. -Q*

Game Information: If the wearer is successful on a Hand-to-Hand Combat roll, the victim sustains Class E damage. The victim must execute a successful release, or sustain Class E damage each Action Round at a Success Chance of 100 or the attacker's Hand-to-Hand Primary Chance at EF 5, whichever is greater.

WATCHES

Geiger Counter Watch



The sweepband of the watch gives a reading of the radioactivity, 12 o'clock representing no appreciable radioactivity, 3 o'clock representing the point at which a man would become ill, 6 o'clock indicating the point at which an hour's exposure would result in an 80 percent chance of death and illness would strike almost immediately, and 9 o'clock indicating 15 minutes exposure would result in certain death within 24 hours. Readings above this level simply indicate less time until death. The sweepband would lock at 11 o'clock should radioactivity ever get that high, which is extraordinarily unlikely. Nuclear materials will have radioactivity which range from 1 o'clock to 7 o'clock, depending on how they are stored. The watch is waterproof.

Q Evaluation: *This device was developed as soon as it became apparent that fringe groups had an insatiable appetite for nuclear materials. The geiger counter was originally miniaturized to fit into a transistor radio; M pointed out it was highly unlikely any of our agents would be carrying transistor radios when invited to dine with the opposition, or when they had managed to secure a pass allowing them into the proper laboratory. After many months of reconfiguration, we produced the watch-sized geiger counter. 007 became the first agent to use the device. -Q*

WATCHES

Printer/Receiver Watch

This is a bit of complex equipment, generally issued to agents only upon explicit orders from M, who will issue these to agents with whom it is imperative he remain in contact. It contains a short wave receiver, a paper punch, and enough paper for a message with a maximum length of 128 characters. There is also a small RAM chip to store the message when it arrives, and which outputs the message to the punch. The whole show is run by another microchip which is activated by short wave transmissions of precisely the proper wavelength.

Q Evaluation: *The watch is known for occasionally failing to activate itself, although we have achieved 95 percent reliability with the device. As the code used in transmitting the message is very simple, M hesitates to use the watch as a means of communication unless there is no other acceptable method. He fears, and I believe rightly so, someone would be capable of intercepting the message and decoding it before our man in the field had a chance to respond. We can vary the code for which the receiver is set here at Q Branch by making a slight modification to the watch. 007 has used the watch on occasion, the most crucial instance perhaps being the Stromberg mission. -Q*

Game Information: Only M.I.6 agents are given this watch as mission equipment; no other agency has yet solved the technical problems involved in producing the watch. The watch will fail to respond to the activation signal on a roll of 96 or greater.

WATCHES

Rotary Saw Watch

A discrete pressure point in the watch casing releases the blade and simultaneously activates the miniature electric motor powering the saw. The saw can cut through steel at the rate of half an inch per minute. The power supply will be exhausted in 10 minutes.

Q Evaluation: *A device which Dr. Cobbett suggested. I remember at the time thinking it was a trifle useless; if one's hands were free to activate the rotary saw, then one would probably not need the tool. 007 proved the wisdom of Dr. Cobbett's idea when he used the rotary saw to free himself and Solitaire from Kananga. -Q*

Game Information: The skill which is to be used with the watch is Electronics; if the character lacks this skill, the relevant characteristic is DEX.

MISCELLANEOUS COMMON DEVICES

Cigarette Rocket

This tiny rocket-bullet was demonstrated to James Bond by Tiger Tanaka, whose secret service developed the weapon. The miniature rocket can be placed inside a cigarette; it is ignited by lighting the cigarette. A fuse placed in the tobacco fires the rocket, which explodes from the lit end of the cigarette. It is necessary that the smoking material be removed from the mouth immediately after ignition to avoid disfiguring burns.

Q Evaluation: *Tiger Tanaka claims the rocket is accurate up to 30 yards. Our own tests confirmed this figure, indicating the rocket-bullet is an immense improvement over that used in the MBA Gyrojet Rocket Pistol. We have a few of these weapons in stock, but the stock is a bit low. Mr. Tanaka has been less punctual than usual in shipping replacements. -Q*

Game Information: There is a Scarring chance of 40 if the smoking material is not immediately moved away from the mouth upon ignition, as well as a Primary Chance of 16 (normally resolved at EF 5) of taking Class C damage. There is no chance of a character who is aware of the nature of the cigarette rocket not removing the cigarette; those who are unaware of the cigarette's special property must make an EF 4 PER roll in order to remove it in time.

PM	S/R	AMMO	DC	CLOSE	LONG
0	1	1	H	0-2	8-12
CON	JAM	DRAW	RL	COST	
na	97-99	na	na	na	

MISCELLANEOUS COMMON DEVICES

Dunhill Halothane Lighter

Identical in appearance to one of James Bond's standard Dunhill cigarette lighters, this handy instrument contains four doses of the anesthetic halothane (see Drugs, Poisons, and Chemical Agents). The lighter has sufficient pressure to squirt the halothane liquid up to a foot and a half. Closer ranges are recommended, as the liquid becomes gaseous quickly, followed by agents quickly becoming unconscious.

Q Evaluation: *Halothane has been available since the 1950's, but it has become part of the chemical arsenal of M.I.6 only in the past decade. The lighter weighs the same as its ordinary counterpart, and the halothane is mixed to give the proper feel to the lighter. We had this item designed especially for 007's use. -Dr. Elaine Turner*

Game Information: Any range beyond four inches (up to a maximum of 18 inches) penalizes the user of the lighter with a -1 EF modifier.

MISCELLANEOUS COMMON DEVICES

Electric Flashlight

This device will work as an ordinary electric flashlight is supposed to work, but it has an additional property: if the switch is slid all the way forward and then depressed, a dazzling burst of light will flash from the reflector. The resulting glare can stun an opponent for the few crucial moments during which an agent can take action.

Q Evaluation: *This item is sometimes referred to as a "security blanket" flashlight, and is carried by many agents who might not actually intend to use the item. We issue them to our "00" agents routinely. -Q*

Game Information: A character successfully making a Specific Shot with the flashlight will Stun the target. If the attack occurs at night, there is a -2 EF modifier applied to the target's WIL recovery roll. There is enough power for 20 hours of normal operation; each "dazzle" attack equals one hour of normal operation. The maximum range of a "dazzle" attack is six Game Inches.

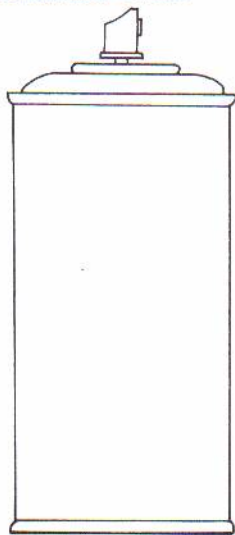
MISCELLANEOUS COMMON DEVICES

Shaving Cannister Flamethrower

The shaving cannister flamethrower is simply a miniaturized version of the standard infantry weapon. The cannister contains enough fuel for 12 seconds of flames, which may be used in one burst or a series of bursts. The range of the weapon is extremely limited, being effective to no more than three feet.

Q Evaluation: *An example of an excellent agent improvising in the field, and the result being our own development of a comparable device. 007 used the idea to transform his shaving canister into a flamethrower when on the island of San Monique. His success created a demand for the item, both within our service and abroad — a demand met by one of our better young engineers, whose attention to detail apparently does not extend to properly filling out the requisite paperwork in a syntactical and properly orthographic manner. We were amused to discover that variants of the shaving canister flamethrower were standard equipment with the CIA by the time of the Moonraker mission. -Q*

Game Information: The flamethrower has four Action Rounds worth of fuel, which can be used in one or more Action Rounds, the cannister having up to four ignitions. Use of the flamethrower involves the Fire Combat Skill. The target of the flame must be within one Game Inch. On a roll of 00, the flamethrower explodes, doing Class J Area Damage. Q Branch versions of the weapon do have enough real shaving cream for a few shaves, before or after using the flamethrower.



PM	S/R	AMMO	DC	CLOSE	LONG
+1	1	4	H	na	na
CON	JAM	DRAW	RL	COST	
-1	94-99	0	na	na	

MISCELLANEOUS COMMON DEVICES

Ski Pole Rocket

The ski pole rocket is a one-shot weapon of considerable power. The rocket is not particularly stable, which leads to some problems with its accuracy. Sufficient skill can offset this problem, and the appeal of carrying such a potent weapon in such an innocuous guise overcame what reservations the agents of M.I.6 may have had concerning the weapon's accuracy.

Q Evaluation: *I must make a disclaimer about the weapon's accuracy. We developed the weapon to fill an anti-vehicle role as a last resort, by no means intending it for use as an anti-personal weapon. 007 was using the equipment in an improvisatory manner. I feel it is more appropriate to applaud Commander Bond's initiative than to criticize Q Branch for careless design. It certainly did the job, at any rate. -Q*

PM	S/R	AMMO	DC	CLOSE	LONG
-1	1	1	J	0-5	10-20
CON	JAM	DRAW	RL	COST	
na	97-99	-1	na	na	



Security Devices, Sensors, Tracers



The following section is a brief introduction to the electronic aspects of espionage, being a sampling of the devices used to gather information or to make access to information more controllable. Q Branch is at the forefront of this serious competition, again providing Britain with the edge needed in the covert war continuously being waged with hostile powers.

SEARCH AND IDENTIFICATION DEVICES

Fluoroscope

The fluoroscope is a variety of X-ray machine. X-rays are emitted at the target, and the resulting shadows on the fluoroscope screen may be viewed continuously. The fluoroscope will detect hidden weapons or devices, which will appear as silhouettes on the screen.

Q Evaluation: *Q Branch has developed special opaque linings for suit coats that will simulate the normal appearance of an individual under a fluoroscope. The special absorbing and reflecting qualities of the parts of the lining will produce an image which will fool most fluoroscope operators. We developed the linings as a result of 007's mission in Japan, in which he was successfully searched by a fluoroscope. While the consequences at that time were not severe, we decided preventive measures were in order. -Q*

Game Information: The Q Branch linings will fool an operator unless he makes an EF 3 PER roll.

SEARCH AND IDENTIFICATION DEVICES

Infrared Retina Scan

The pattern of blood vessels within an individual's retina is unique. Infrared retina scan matches the current pattern being scanned with a previously recorded pattern. If there is a match, access is allowed. The greatest current problem with the retina scan is its down time; it is out of order 15 percent of the time. Q Branch has sources within private industry which suggest this problem may soon be reduced or eliminated.

Q Evaluation: *Once the bugs have been eliminated, the system should moderately enhance the security of sensitive installations. I say only moderately, because TAROT has already come up with an imperfect countermeasure, an artificial retina which will fool the infrared scanner 95 percent of the time. The drawbacks to the countermeasure are twofold: the method requires the capture of the individual whose retina is to be removed and copied; and the synthetic retina blinds the eye of the agent into whom the copy is implanted. The method would therefore be used in only the most extreme circumstances, but the low probability of usage of the method would enhance its chance of success when employed. Q Branch has a casual interest in the system, but no active development project. -Dr. Elaine Turner*

Game Information: The retina scanner would be used as a security device for high security projects in the civilian sector, with less frequent use at government or TAROT installations. The system is not in use at M.I.6.

SEARCH AND IDENTIFICATION DEVICES

Laser Fingermatrix

The individual requiring access types in a four-digit identification code, and then places his fingers down upon a glass plate. A faint beam of laser light scans the prints, reflecting light from the ridges of a print to a photoreceptor. The receptor sends the electronic encoding of the print to a microprocessor which compares the current print with the print pattern in memory which corresponds to the identification number.

Q Evaluation: *The laser fingermatrix is an excellent security device. We know that artificial fingerprints can be made which will sometimes fool the fingermatrix; actually, we are a leader in that field. However, the procedure is chancey, and that still leaves the matter of the identification code. No system is failsafe, but this is a fine system. -Q*

SEARCH AND IDENTIFICATION DEVICES

Magnetic Code Reader

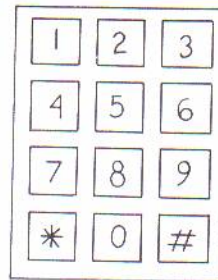
Identification cards containing encoded magnetic strips are entered into the confirmation slot. If the card does not contain the proper code, access is denied. If more than one false attempt is made, an alarm will sound. The most direct method of circumventing the security of a magnetic code reader is to pilfer someone's card.

Q Evaluation: *These systems are secure enough against the ordinary criminal mind, one with no patience and little real talent, but it has a more difficult time with more resourceful persons. We have developed a lovely device known as a Q Card, a sort of magnetic skeleton key. The Q Card consists of a card with a magnetic strip, and an eight-pound magnetizing unit and sensing pack. The reader is partially disassembled, with appropriate bypass circuits installed, of course, and then the correct code is copied from the reader's coding mask onto the Q Card. Rather simple, really. -Q*

Game Information: Using the Electronics skill, a character partially disassembles the reader, hooks up the sensors, and inserts his card. When the proper code is checked against the blank Q Card, the sensors record the proper code. The card is retrieved, magnetized to the proper code, and then reinserted into the reader. On an EF 3 Electronics roll, this whole process is successful (and most likely quite time-consuming). Q Cards are available only from Q Branch.

Game Information: False fingerprints have been developed which, when surgically grafted onto a character's fingers, will fool a laser fingermatrix 25 percent of the time. If the false fingerprints fool the fingermatrix the first time, they will do so every time. If they fail the first time, the character can try again, but will have to roll for identification each time he checks through the fingermatrix. Such surgery requires almost two weeks recuperation time before a character has full use of his hands. A prerequisite is ample time to study the fingerprints to be copied, and then to produce synthetic copies of the prints. The whole procedure is arduous, generally only of use for an imposter who is to continue masquerading as another person for a lengthy period of time. The laser fingermatrix is one of the security devices which allows access to many M.I.6 installations.

SEARCH AND IDENTIFICATION DEVICES

Numeric Keypad Lock

Resembling a touch-tone telephone, these locks open only when the proper numeric sequence is keyed in. Some models produce tones used as mnemonics for employees who have difficulty remembering abstract strings of digits. Such a system was employed in Hugo Drax's Venice laboratory.

Q Evaluation: *These locks can be effective as long as you have employees who can remember the code, to remove the chance of spare pieces of paper lying about with the sequence written on it. The keypad lock must also be at all entry points into an area; 007 managed to observe the proper sequence of the lock in Drax's laboratory because security precautions were insufficient to that point. -Q*

Game Information: The numeric keypad lock can be defeated on an EF 1 Electronics roll, assuming some simple tools are available. Any character can defeat the lock by expending four Hero Points to key in the correct sequence, regardless of whether or not the sequence has ever been seen by the character. Often numeric keypad locks are set to sound an alarm if a certain number (usually three) of false attempts are made on the keypad.

SEARCH AND IDENTIFICATION DEVICES

Palmscan

A device that measures the length of four fingers and takes readings of minute swirls and creases existing uniquely in every palm. There is also a translucency test to check the degree of light transmission of fingertips and of the webbing between the fingers to prevent the use of synthetic look-alike hands. The palmscan device is expensive. M.I.6 uses it exclusively at its headquarters in Regents Park.

Q Evaluation: *The only security device for which there is no known countermeasure. We are working to develop one, so far without success. Our palmscanners work over 99 percent of the time; there have been only six recorded failures of proper identification in the 14 months we have had the device. -Q*

Game Information: Only M.I.6 (and perhaps TAROT) have perfected the complicated scanning technology of the palmscan. Other organizations' devices will fail to recognize a legitimate individual 10 percent of the time, and will not be working an additional 10 percent of the time. The failure to recognize legitimate individuals is its greatest limitation, as charismatic individuals can convince the human guards that the scanner is in error.

SEARCH AND IDENTIFICATION DEVICES

Signature Analysis

Special electronic writing tablets record the acceleration, pressure, and rhythm of the individual signing his name. Thus, even accomplished forgers cannot hope to duplicate the way in which a given person signs his name. The drawbacks to the system are its expense and human variability. People can change the way they sign their names depending on their emotional state, thus requiring human intervention to make sure legitimate access is not denied. Once people start making the access decisions, they are susceptible to persuasion.

Q Evaluation: *Signature analysis is one of the identity devices we use to check people into certain sections of M.I.6. The signature process allows us to keep track of who had access to what, and precisely when they gained that access. We have refined the analyzer to allow for the variations in emotion of the signator, and to decide on and record a probable emotional state of the signator for additional reference. -Q*

Game Information: Signature analysis is used in corporations with many offices in different cities and personnel who frequently travel among offices. M.I.6 also uses the signature analysis in all its European stations and in the Home Office.

SEARCH AND IDENTIFICATION DEVICES

Voice Analyzers

These are used to monitor telephone conversations. They measure not the speaker's voice, but all the incidental sounds: the squeaks, grunts, rasps, and gurgles one makes unconsciously while speaking. The device can properly identify a character whose voice pattern is known to the device with a success rate of 99 percent.

Q Evaluation: *We have used the voice analyzers with respectable results. The analyzers must be used by those who are not easily swayed; our agents have found they can talk their way through many of the monitoring situations, gaining access to many of our opponents' more sensitive areas. -Q*

Game Information: Persuasion is the most efficient countermeasure, as you must be talking to a person to be monitored. If a character can convince the monitoring character that he is genuine, then the monitoring character will ignore the machine. Such a Persuasion roll must be made with a -3 EF modifier.

SURVEILLANCE DEVICES

Infinity Bug

A popular surveillance item, the infinity bug is wired into the target's telephone. An eavesdropper can then hear not only the target's telephone conversation, but all conversation in the room as well. Power is drawn from the same source as provides power for the telephone.

Q Evaluation: *The infinity bug is a very common device; one takes its presence for granted in many countries in which we operate. Equipment such as the VL34 evens things out a bit for our side. Infinity bugs are a nuisance; they are a threat only to the unwary. -Q*

SURVEILLANCE DEVICES

June Bug

About the size of half a cigarette, the June bug will broadcast all sounds it hears to a waiting receiver which must be within 1500 yards. Sounds more than 10 yards away from the June bug will become progressively more distorted, becoming unrecognizable at 20 yards. Power is provided by a non-rechargeable power cell, which is the reason for the short four-hour service life of the bug.

Q Evaluation: *Both our opponents and our service make frequent use of the June bug. It is discrete enough to be placed in a room while in the presence of others. The bug is reliable, if short lived, and it is comparatively inexpensive. We consider the June bug standard equipment for most counter-intelligence missions. -Q*

SURVEILLANCE DEVICES

Lady Bug

Also known as the Double Bug, this is the classic microphone hidden within the olive. Powered by a battery which is a short lived, but more highly powered equivalent of a watch battery, the lady bug will pick up conversations within five yards and transmit them to a waiting receiver within 200 yards. The useful life of a lady bug is 24 hours.

Q Evaluation: *The lady bug is adequate for the job for which it is intended. It is somewhat delicate, resulting in less than optimum use in the hands of clumsy agents. -Q*

Game Information: The lady bug is successfully placed in its monitoring position on an EF 9 DEX roll. A failure indicates malfunction due to rough handling. A malfunctioning bug transmits only partial sounds, requiring a listener to make an EF 5 PER roll to understand.

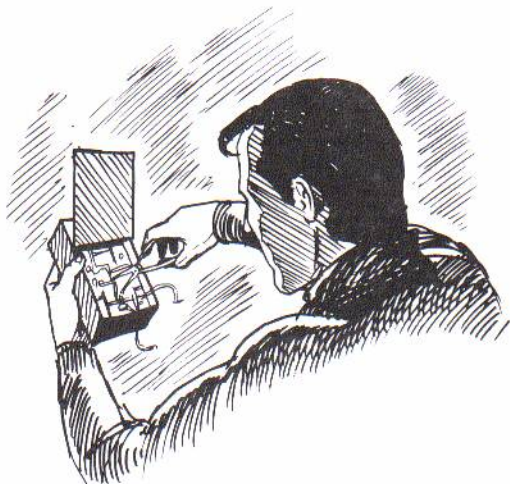


COUNTER-SURVEILLANCE DEVICES

Telephone Electronic Guard

This device will alert a telephone conversationalist to the presence of electronic bugs on the telephone, or to wire taps. The telephone guard replaces the mouthpiece of a normal telephone. An agent would be issued a telephone guard with the mouthpiece style most common in the mission's major country of operation. The telephone guard alerts the telephone user through the flashing of a warning light. The unit weighs two ounces.

Q Evaluation: *Many of our newer agents have used this device with success. We are quite willing to give this item to our agents because it is effective and because it is a reasonably common item for frequent business travelers. To be captured while in possession of a telephone electronic guard is therefore less likely to eliminate an agent's cover than some of our more esoteric equipment. -Q*



COUNTER-SURVEILLANCE DEVICES

VL34 Counter-Surveillance Device

Known as the "Privacy Protector," this small hand held device has been used by James Bond frequently. In appearance, the device is an oblong unit the size of a pack of cigarettes, with a retractable antenna that is extended when the device is in use. A series of signal lights activate when listening devices are detected. When the antenna is pointed directly at a listening device, a single yellow light glows from the panel of the VL34. The battery life for the VL34 is 60 days.

Q Evaluation: *007 was our first agent to use the VL34, and we were extremely curious to see whether or not the increased eavesdropping detection capability was worth the increased chance of an enemy detecting our agent as a result of the unusual nature of the VL34. Our opinion is that it is worth the additional risk for an agent who has already acquired an international reputation. -Q*

Game Information: The Success Chance for detecting electronic listening devices with the VL34 counter-surveillance receiver is 99 percent. Q Branch will assign the VL34 to Agent or "00" rank characters.

COUNTER-SURVEILLANCE DEVICES

Acoustic Sensors

Derived from the acoustic sonobuoys used in the detection of enemy submarines, acoustic sensors will detect the sound of any walking produced by an entity weighing more than 50 pounds at a range of a little more than 100 yards, and will pick up the sound of any being within 30 feet. Vehicle sounds can be detected at ranges of up to 700 yards. Radio transmitters located in the sensor housing will signal to monitoring personnel the sounds which the acoustic sensor picks up. The useful life of the power source is seven days; acoustic sensors can be dropped from aircraft to detect hidden enemies.

Q Evaluation: *Acoustic sensors are extremely annoying to our agents, as they make an undetected entrance into monitored areas virtually impossible. We can, of course, build jamming devices, but jamming would indicate a planned hostile operation with substantial technical support. Our agents are good at talking their way through a fix; there is no need to make their job more difficult than it will be, in any event. -Q*

Game Information: Proper interpretation of the signals from an acoustic sensor is accomplished on an EF 7 Electronics roll. The effective ranges for the sensor are three Game Inches for any being, 32 Game Inches for beings over 50 pounds, and 200 Game Inches for vehicle noises.

SENSORS AND DETECTORS

Chemical Detectors

Usually used from low-flying aircraft, including helicopters, the chemical detector has the appearance of a squid's tentril, writhing apparently at random.

Q Evaluation: *Chemical detectors are one of TAROT's favorite tools for use in the hounding of fugitives. The effectiveness of chemical sensors is not high enough to guarantee detection of the quarry, so one must assume the psychological effect of having a monstrous mechanical contrivance sniff you out is a factor in TAROT's decision to use the detectors. -Q*

Game Information: The operator of a chemical detector should make an EF 7 Electronics roll. A result of QR 3 or better will reveal the location of hidden personnel in the area over which the operator is flying. On a QR 1, the number of personnel is also revealed.

SENSORS AND DETECTORS

Portable Ground Radar

Just the thing to help the Perception of less than perfect guards. The portable radar has a range of approximately one mile. Any object moving within the range given will be identified by approximate range, direction, and size. The radar weighs 15 pounds and can be powered by sources from a building, a vehicle, or its own rechargeable battery, which has a life of 12 hours.

Q Evaluation: *A very useful device, one which we will give to a team of agents operating within a heavily patrolled area for a short time. The agent watching the radar has a set of specific conditions upon which the mission must be aborted. If the traffic pattern indicates one of those conditions, the mission can be rather smoothly terminated; this procedure has saved the lives of many of our operatives. -Q*

Game Information: To properly interpret the signals of the ground radar, a character must choose to make either an EF 10 PER roll or an EF 7 Electronics roll. The range of the radar is 600 Game Inches.

SENSORS AND DETECTORS

A metal detector which may be built into a doorframe or carried on foot. The difference between the two models is range and "dead space." A doorframe style detector has a detection range of only one yard, with no dead spaces, while a portable model will detect ferrous objects up to a quarter mile away, but not within the dead space of 15 yards. This dead space is to avoid having friendly patrols' weapons activate the sensor. The frame model taps into a building power source, while the portable model derives its power from batteries with a useful life of 10 hours. Each sensor will detect ferrous metals of more than a quarter of a pound. The portable sensor will yield the direction and distance of the metallic mass. Each sensor weighs 35 pounds.

Q Evaluation: *These are very effective at what they do, but that is limited. Magnetic sensors are intended to warn of groups bearing weapons or to prohibit entering a restricted area with a metallic weapon. When used to patrol a reasonably secure perimeter against the intrusion of an individual, as TAROT does, the magnetic sensor can be very misleading. 004 has entered more than one installation by leading a patrol to the edge of its mission area, then disposing of all his metal and doubling back. While the patrol diligently hunts down his discarded equipment, 004 is busy inside the installation. -Q*

SENSORS AND DETECTORS

Seismic Intrusion Detectors

These devices are used to pick up the motion in the earth caused by the movement of vehicles or people. People can be detected at ranges of just over 100 yards, while vehicles can be detected at ranges 10 times as great. The seismic intrusion detectors are often used in conjunction with the acoustic sensors, for the seismic detectors can give a pretty good estimate (accurate within 10 percent) of the mass of the vehicles passing nearby, while the acoustic sensors will give a clue as to their number. The power source for a seismic intrusion detector has a lifespan of seven days.

Q Evaluation: *Many of the covert installations in which TAROT operations are based use seismic intrusion devices. If it is known that the personnel interpreting the detectors are competent, then subterfuge will yield better results than stealth. -Q*

Game Information: Proper interpretation of the signals is achieved as a result of an EF 7 Electronics roll. Seismic intrusion devices should be used to guard only installations against with "00" rank characters are expected to operate.

Q Note: *We here at Q Branch have developed literally hundreds of different electronic tracers. In the last two years we have begun to standardize our models, resulting in four basic types of tracers. While this does not preclude our developing a special tracer for a special purpose, we generally try to use one of these four or an easily derived variant.*

TRACERS

Avram

The lightest of the four tracers, and the only one suitable for placement on an opposing agent's person with good hopes that it will not be detected. It has a short active lifetime of approximately three hours of broadcasting a continuous signal. The signal can be received a little more than three miles away.

Q Evaluation: *By far the most common tracer we issue, leading us to occasionally wish we had produced something less effective so we might not have to produce so many. Avram is ideal for tracking an elusive contact, or a particularly evasive piece of property. The Avram is easily modified. It was an Avram modified for longer life, with the consequent reduction in range, which we inserted into our replica Faberge Egg for 007. -Q*

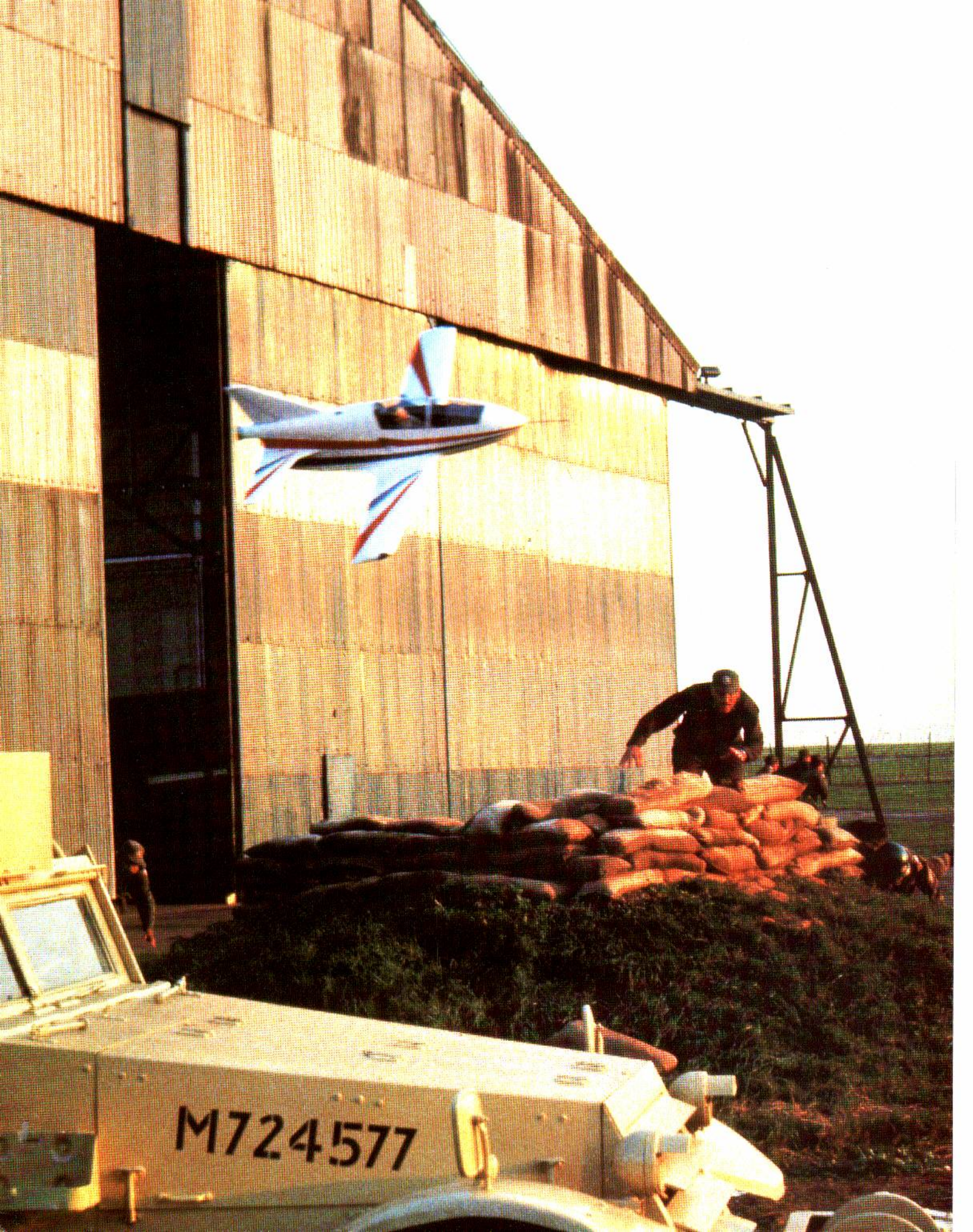
Game Information: A character who is not actively searching his garments has an EF 1 PER roll to see whether or not he spots the tracer. If the character is actively searching, the EF is 10.

TRACERS

Davey

This tracer has one salient feature: it is indestructible. Rain, sleet, glancing blows, being run over by a lorry, all of these have no effect on Davey. The tracer broadcasts continuously for about six hours; the range of the transmission is a little over three miles. Davey is most often used when it is likely a tracer will have to be placed in an inhospitable environment, such as wheel wells and exhaust pipes.

Q Evaluation: *The Davey tracer is one of our technical marvels which performs even better than we had thought possible. It has survived test pressures of more than 3000 pounds per square inch. A more pyrotechnic, if less meaningful test, was one of Dr. Cobbett's "ballistics tests" with the blunderbuss; he used several Davey tracers instead of shot, all which continued to function after being fired by the blunderbuss. -Q*



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TRACERS

Echo

Echo is a passive tracer; it will not transmit a signal until it receives a radio beam of a particular frequency. It then sends a short signal of a few seconds duration. It is usually searched for with a device resembling radar, the blip on the screen being reception of Echo's signal. The battery life of the Echo tracer is 10 or more months, and its broadcast radius is about 19 miles.

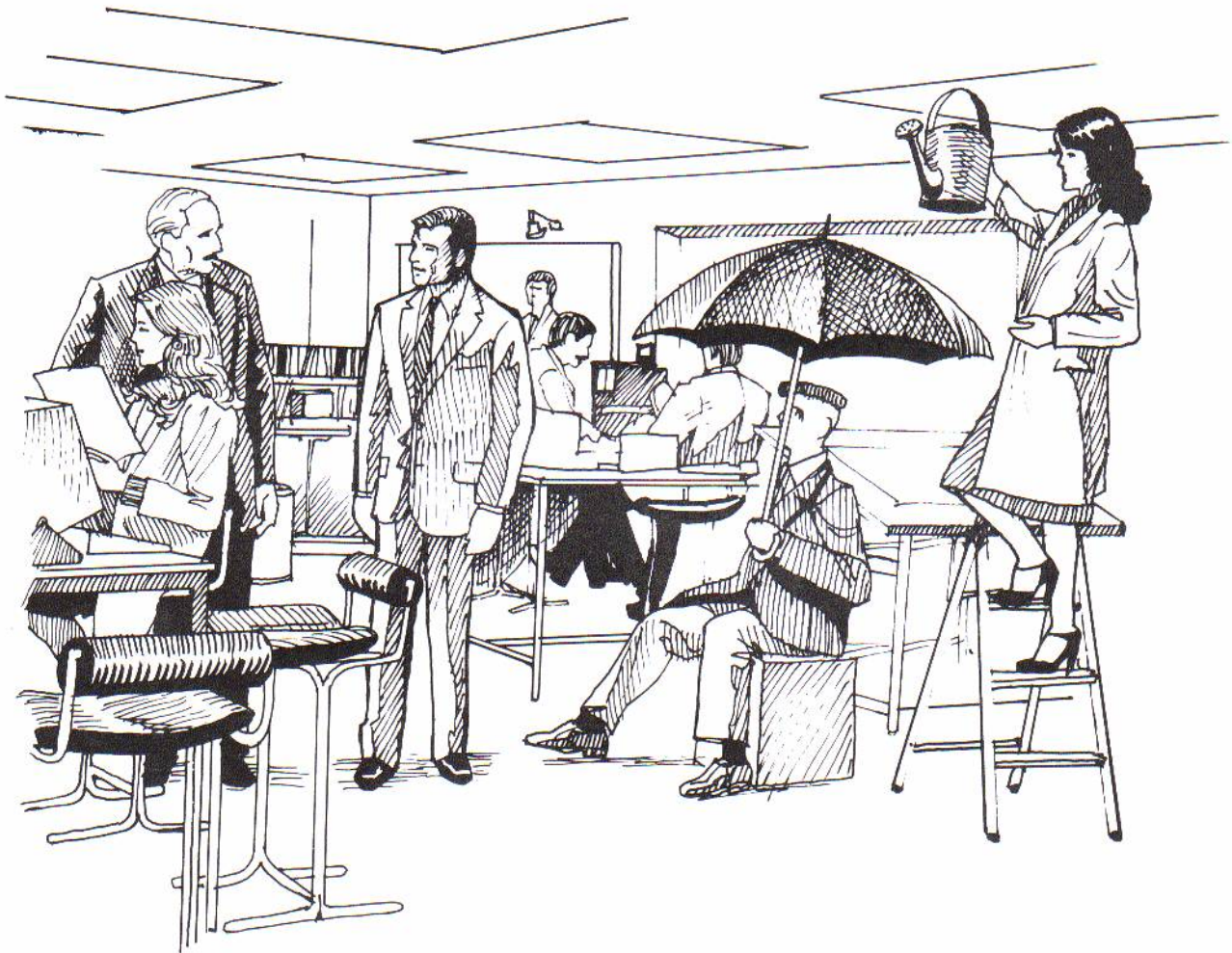
Q Evaluation: *The prototype of the Echo tracer was used by 007 in the Goldfinger mission, when his tracking screen was built into the Aston Martin DB-V. The Echo tracer is most useful when there is every reason to believe the opposition has counter-surveillance techniques. Echo's drawback is the requirement of the tracking equipment, which we have been unable to reduce below 60 pounds. -Q*

TRACERS

Scarab

A long life tracer which broadcasts an intermittent signal at intervals ranging from 20 seconds to four minutes. The duration of the interval is determined by a stochastic circuit within the Scarab. The tracer has range of 25 miles, and has been known to operate for as long as four months. Scarab is relatively large, being half the size of a fountain pen. Scarab is used in situations where the item being tracked is slow moving or where there is reason to believe an opponent is monitoring for radio transmissions.

Q Evaluation: *The scarab is the tracer we recommend when the opponent has counter-surveillance techniques, but when the support equipment necessary for Echo is simply too cumbersome. The size of Scarab is a drawback, but clever placement of the tracer can ameliorate the problem. Incidentally, the Scarab tracer derives its name from the appearance of its internal circuitry, which vaguely resembles the Egyptian beetle ornaments of the same name. -Q*



Exotic Devices



This category includes those pieces of equipment that are noticeably different by their very appearance, or personal weaponry of the strange nature which is often associated with the privileged henchman surrounding the villains of the James Bond world.

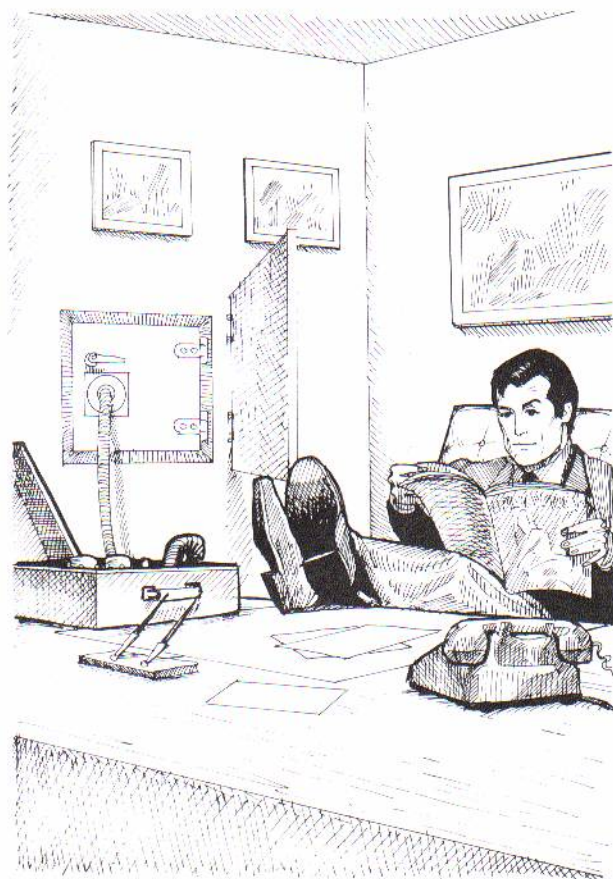
EXOTIC DEVICES

Automatic Safecracker

The automatic safecracker is a refinement of a device used by British and American intelligence organizations during World War II. Computer driven sensors and mechanical manipulators spin the combination lock tumblers through hundreds of permutations, checking for any sound or change in pressure which could indicate the release of a bolt. Success is indicated by a status light which reads "unlocked" when the job has been completed. The automatic safecracker also operates as a small photocopier.

Q Evaluation: *The automatic safecracker saw much field service in the 1960's and early 1970's. The safecracker has seen less use in recent years for two reasons: the mechanical nature of many of its components make reducing the size of the automatic safecracker very difficult, and the unique appearance of the safecracker makes it rather visible. Even 007 had to arrange for a construction crane and bucket to transport the safecracker to and from an office in which he needed the safecracker. The safecracker is still in use as it is our best safecracking device, requiring no safecracking skills on the part of the operator. -Q*

Game Information: The automatic safecracker has a Primary Chance of 19, with most attempts being made at an EF 5. A character cannot expend Hero Points to better the QR of the safecracking attempt.



EXOTIC DEVICES

Glove Gun

A device designed for commando operations and situations where one must take out a lone sentry. The glove gun weighs a little over a pound, consisting of a leather glove which has a pressure sensitive wire running throughout the glove along the ridge of the knuckle. When the glove is armed, forceful contact with the wire will fire the single, powerful round from the barrel along the back of the glove. This barrel has no rifling, and the glove gun is not intended for normal Fire Combat.

Q Evaluation: *The glove gun was originally developed during World War II, since which time the only significant change has been the more powerful cartridge in the modern model. We rarely assign the glove gun, because it is of a class of weapons we consider "inflammatory"; no hostile agency or group would ever believe the weapon to be used in anything but a pre-planned attack, which in truth is the only circumstance in which the glove gun is worth much. We consider restraint in the use of such devices as one of the best ways of cloaking our intentions. Other groups, notably TAROT, care less for such subtleties and are more liberal in their use of such weapons. -Q*

Game Information: The gun is meant to be used in conjunction with a punch against an opponent. When used in this manner, the Fire Combat roll is performed with a Primary Chance of 20 at EF 5 for the shot, and then the effects of the punch are added (assuming the blow landed in the first place). The gun can be fired by pressing the wire with the other hand, in which case the Close range is 0-1, and the Long range is 6-10. The glove gun does Damage Class G.

EXOTIC DEVICES

Oddjob's Hat

Goldfinger's cherished henchman used this razor edged derby as a deadly weapon.

Q Evaluation: *Interesting concept, turning a rather common hat into a weapon. TAROT still uses the weapon, although as should be guessed from the age of the hat, the trick is not new enough to catch many agents unawares. -Q*

Game Information: The aerodynamic properties of the hat allow it to be thrown a distance equal to the user's STR+2. A character can make a Specific Shot as if in Fire Combat, even though the relevant skill is Hand-to-Hand Combat, when throwing this weapon. All ranges are considered neutral. The hat adds +2 to the wielder's Hand-to-Hand Damage Class.

EXOTIC DEVICES

Optic Fiber Decoder

A clever device the size and shape of a jeweler's glass. The lens of the decoder consists of over 500,000 optic fibers bent in a unique fashion. Q Branch has several devices, each of which corresponds with one and only one decoder; these are the encoders.

To encode a message, a technician selects an intense color (a bright red-orange, for example) which is to be used for the coded message. A short message of less than 100 words is written in this color. The encoder, which itself has hundreds of thousands of fibers, photographs the message through the fibres, thereby scrambling the message into a series of apparently random orange dots. These dots are then spaced further apart, but the relative space between the dots is retained. The dots are printed on white paper to form a portion of a peach colored piece of stationery. The rest of the stationery's coloring is a collection of the same sort of dots. A message of the most innocuous sort is written on the stationery, being careful that the written message does not cover the encoded message. An agent in the field merely scans the stationery with the decoder until the encoded message is found.

Q Evaluation: *We no longer use this device as frequently as we once did. Micro-chips allow reception and decoding of satellite transmissions by devices attached to a normal receiver. There are useful applications of the optic fiber decoder; when electronic eavesdropping is particularly fierce, the decoder allows delivery of "quiet" messages. The optic decoder is also very rugged, allowing it to function after receiving abuse sufficient to destroy a receiver. -Q*

EXOTIC DEVICES

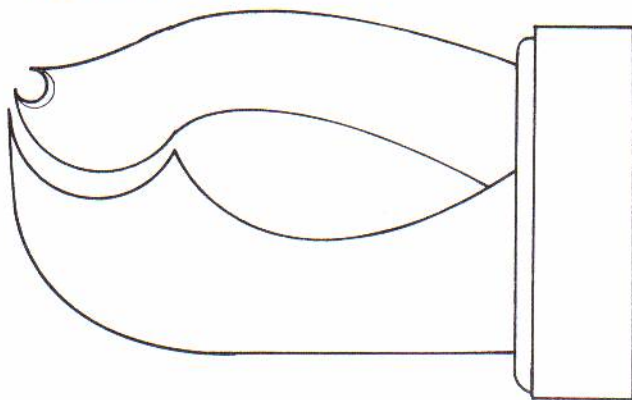
Schermuly Pains-Wessex Speedline

A line-throwing unit for emergencies such as a man overboard, or perhaps throwing a rope over the Berlin Wall. In appearance, the device is a cylinder with a carrying handle and a trigger housing at the top. Removing the front end of the cylinder reveals the rocket to which is tethered 275 meters of specially prepared rope.

Q Evaluation: *007 used a Schermuly Pains-Wessex Speedline recently. The Speedline is portable, which in my opinion makes the Speedline the finest line-throwing unit in the world. -Q*

Game Information: The rocket has a PM of -1 using an EF 4 Fire Combat roll to determine how close to the target the line comes. It will play out all the line in two Action Rounds.

EXOTIC DEVICES

Tee Hee's Claw Hand

The formidable heavy who worked for Mr. Big had a servo-mechanical claw. The claw had strength enough to crush a pistol.

Q Evaluation: Tee Hee's claw was a powerful but rather crude device. It could have been rather easily short circuited by someone who knew what he was about. -Q

Game Information: An EF 4 Science or Electronics roll will allow a character to perceive the weakness in the claw's design. A Specific Shot will render the claw useless, locked in its current position. Only one roll per character to determine the weakness is allowed.

EXOTIC DEVICES

TH70 Nitefinder Goggles

TH70 Nitefinders are lightweight night-vision goggles. They are an electronically powered light amplification system which weighs less than half of what most motorcycle helmets weigh. During the darkest night, the TH70 will give the impression of twilight, extending the range of vision to 500 feet. The TH70 has enough power for approximately 30 hours of continuous operation before the power source needs replenishment.

Q Evaluation: The TH70 Nitefinders are a breakthrough in night vision equipment. Similar in principle to the Starlight scope, Nitefinders are less than one fourth the weight of the Starlight. We keep an adequate stock of Nitefinders on hand; all of our "00" section uses them now. -Q

Game Information: A person operating a vehicle (at less than 100 mph) while wearing Nitefinders may ignore the modifiers for night when involved in a Chase.

EXOTIC DEVICES

Torch Gun

Used in the Moonraker mission, the torch gun was a weapon designed for use in combat in Earth orbit. The torch gun will function in the Earth's atmosphere, but its efficiency is greatly reduced. Even so, the torch gun can penetrate an inch of hardened steel in a matter of seconds when fired from Close range.

Q Evaluation: The torch gun was never intended for use in the atmosphere; it was pressed into service as a result of a ludicrous "modernisation" programme. The torch gun has a range of over 10 kilometers in Earth orbit; in atmosphere, it merely produces a warm tingle at ranges beyond 150 feet. 006 has used the weapon on occasion, reporting it is useful in built-up areas. We see little use in procuring more than the three torch guns we already have in stock. -Q

Game Information: When fired from a range of less than five meters, the beam from the torch gun is intense enough to burn through an inch of hardened steel in three Action Rounds. The torch gun has enough power for use in 30 Action Rounds, and can be reloaded only by technicians in Q Branch or a similar laboratory. The weapon is still unreliable; failure occurs on a roll of 95 or greater, and 00 indicates the weapon has misfired, fusing the torch gun to uselessness and doing type K Damage to the welder (Success Chance of 100).

PM	S/R	AMMO	DC	CLOSE	LONG
-1	1	30	H	0-5	9-14
CON	JAM	DRAW	RL	COST	
+2	95-99	0	na	na	

EXOTIC DEVICES

Voice Synthesizer

An intricate electronic device about the size of a portable electric typewriter (a trifle thinner), weighing in the neighborhood of 40 pounds. To use the synthesizer, one must disconnect the telephone receiver and receiver wire from the dialing unit, hook up the synthesizer to the dialing unit, and then attach the receiver to the synthesizer. On more modern telephones (which have phone jacks), this operation is almost instantaneous; on older models, wire cutting and splicing will be involved. Cut wires will make it obvious to any examiner that the telephone has been tampered with.

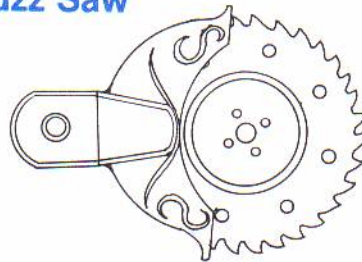
The synthesizer has two modes: analytical and transmission. In analytical mode, the operator records the voice of another person with whom the operator is conversing over the phone. Once all recording is complete, the synthesizer sorts the phonemes of the recorded voice, redigitizes them, and stores the information on a small computer disk. When in transmission mode, the synthesizer puts the information from the disk into a large array of registers, while a disk containing an analysis of the operating agent's voice is loaded into another set of registers. The synthesizer, upon receiving voice input from the agent, quickly matches the agent's voice with the target voice, and then transmits the target voice over the telephone.

Q Evaluation: *An elaborate piece of equipment which has evolved since 007 first tried it out on the Diamonds mission. We have continuously updated the synthesizer as our technical capabilities continue to expand. We feel the voice synthesizer to be one of the most effective pieces of field equipment we have designed. We have several in stock, and could assemble as many as 20 more from our stock of spare parts. -Q*

Game Information: The synthesizer imitates the sounds of the target voice, nothing else. Thus, vocabulary, mannerisms, and the speed at which the agent talks had best come close to those of the target voice. If only a minor slip is made, the opposing listener receives an EF 1 INT roll to see if he disbelieves the target voice is really originating from the target character. Repeated or particularly bad mistakes will allow the listener an EF 7 INT roll to disbelieve the target voice. As the character's voice is also on a disk, should the owner of the target voice obtain the synthesizer, he would be able to imitate the character's voice by switching the position of the disks. Any character has an EF 10 PER roll (upon casual inspection of the telephone) to notice a telephone which has had its wires cut for use in a synthesizer.

EXOTIC DEVICES

Yo-Yo Buzz Saw



This buzz saw was made of a special tungsten alloy, capable of cutting through almost any substance. Powered by a series of lithium power cells, the buzz saw has the unusual capability to extend like a yo-yo, hitting foes more than a 10 feet out of arm's reach.

Q Evaluation: *007 found the Octopussy mission made much more dangerous by the buzz saw. In the hands of an enemy with reasonable personal prowess, the weapon was lethal beyond any hand-to-hand weapon we have seen here at Branch. -Q*

Game Information: The buzz saw adds +5 to the Damage Class of the user. Q Branch will never manufacture the buzz saw; only Privileged Henchmen fighting against "00" rank characters should have this weapon.

EXOTIC DEVICES

X-Ray Safecracker

The X-ray safecracker can be given the appearance of a cigarette case or a pocket calculator, depending on the preference of the agent. A plate swings out to form the viewing screen (similar to a fluoroscope). A burst battery — a high-powered battery of extremely short life — generates the large amount of electricity needed for the operation of the safecracker. The life of the battery is less than 60 seconds; this is usually time enough to open any safe. The burst battery cannot be replaced in the field. A Q technician and a laboratory are necessary.

Q Evaluation: *While civilian technical experts adamantly maintain such a device would not be feasible, we here at Branch have quietly assembled the X-ray safecracker. Production of a completely reliable X-ray safecracker still eludes us. 007 used the device on the Moonraker mission; other "00" agents have used it since. We have only one safecracker at the moment; we hope to have an additional two by the end of the year. -Q*

Game Information: The view of the tumblers yielded by the X-ray safecracker is worth a +7 EF modifier when attempting to open a safe. The device will fail to function on a roll of 92 or higher, regardless of the attempt's Success Chance.

Drugs, Poisons, Chemical Agents



The following section gives a sampling of the pharmacopoeia with which an M.I.6 agent may become familiar, probably not by his own choice. Other useful chemicals are also included, especially those favored by villains.

DRUGS

Amphetamines

Amphetamines elevate the user's mood, increasing wakefulness and alertness. Concentration and physical performance are improved. One's appetite is reduced. Excessive use can produce tremors or euphoria, and frequent use will deteriorate mental and physical abilities to a far greater degree than the drugs temporarily boost those same abilities. Amphetamines are psychologically addictive, and tolerance to any level dosage is rapidly achieved, requiring greater doses to achieve the same effects. Chronic abuse can trigger psychoses.

Q Evaluation: *We never issue amphetamines to our agents, and have not since the early 1960's. Those agents who might be tempted to use amphetamines had best resist; even periodic use will rapidly reduce an agent to the point of uselessness. -Dr. Elaine Turner*

Game Information: Any task a character attempts while using amphetamines which does not use Intelligence exclusively as its determining characteristic is performed at a +1 EF. This EF bonus lasts for a four-hour period commencing with the taking of the amphetamines. There is a two hour "normal" period when the effects of the drug begin to wear off. This is followed by an eight

hour "low" period during which the character performs all actions at a -1 EF modifier. Taking additional amphetamines during this low period will negate the -1 EF penalty, but the EF bonus for the drug will not come into effect again until the character has gone through the complete eight-hour low period.

The GM should make an EF 5 WIL roll (called an Addiction Roll) for a character at the end of each mission during which that character takes amphetamines. In this instance, a player *may not expend Hero Points to affect the roll*. The EF for the next Addiction Roll is lowered by 2 if a Failure results, lowered by 1 if the result is QR 2, 3, or 4, and not lowered at all if a QR 1 results. Once the Addiction Roll EF has become 1, the character is addicted. Addiction causes a -2 EF penalty for the low periods; actions taken during "normal" periods are modified by a -1 EF; and the EF bonus for the high periods becomes 0.

Symptoms of addiction include insomnia, extreme irritability, weight loss, and marked anxiety during the low periods. Occasionally an addict will experience visual and auditory hallucinations. The worst symptom in game terms is the loss of *all Hero Points* and forfeiture of the ability to gain more. An addict will soon be noticed as being ineffective, and will be removed from M.I.6, unless the GM can create the one desperate mission which might straighten the character out.

An addict must roll a QR 1 EF 1 WIL roll to break the addiction; the first such attempt may be made at a time when the character has taken no amphetamines for at least 30 days, and one attempt per month may be made thereafter. Once the addiction is broken, all symptoms disappear. The Addiction Roll EF remains at 1 and cannot be raised by any means.

DRUGS

General Anesthetics

These drugs affect the whole of the central nervous system, as opposed to such anesthetics as novocaine, which numb only the area to which they are applied. General anesthetics affect the brain, causing changes in coordination, coherence, and cognizance of the person anesthetized. Uses have been found for the drugs which are less inducive to good health than their standard medical applications. General anesthetics are usually administered by inhalation or intravenous injection, and only rarely by intramuscular injection. This makes this class of drugs a poor choice for delivery via dart gun.

Anesthetics have side effects, few of which are fatal. One of the fatal exceptions is hyperpyrexia, in which the anesthetic causes a person to overheat rapidly, sometimes with accompanying acidosis, muscular rigidity, and other effects which can cause death. Even considering the abusive use to which most enemy agents will put the drugs, malignant hyperpyrexia will occur only rarely.

Q Evaluation: *General anesthetics are frequently used in espionage. Working on the central nervous system, they can be used in a variety of functions, including knockout gas, truth serum, and as a tranquilizer. The most common drugs in this class which are used covertly are chloroform, halothane, and thiopental sodium. -Dr. Elaine Turner*

Game Information: Hyperpyrexia will occur only on a roll of 99 during the Skill roll in which the drug is used (if this indicates the drug could not have been applied, hyperpyrexia will not result). A character will survive hyperpyrexia on an EF 5 STR roll. Treatment of the condition with dantrolene sodium grants a +4 EF modifier to the survival roll. Should the character come through alive, he will often awaken with a "hangover," usually consisting of nausea and its associated untidiness.

Chloroform

Chloroform is a clear, heavy, colorless liquid. The usual method of its application is through inhalation, often by means of a well soaked cloth. Chloroform is also used as solvent for many other drugs, particularly those which will not mix well with water.

Q Evaluation: *Chloroform continues to be used by many thugs throughout the world. It is certainly neither the most effective anesthetic nor the most convenient to apply. Reasons for its use include its availability and the comparative lack of precision necessary in its application. I daresay it is probably one of the few useful drugs thugs would know about. -Dr. Elaine Turner*

Game Information: To apply chloroform through a cloth involves use of a Restrain action in Hand-to-Hand Combat (see Basic Game, Chapter 4).

Beginning with the first Round of a successful Restrain, the victim must make an EF 7 WIL roll; for each consecutive Action Round in which the victim is restrained, the EF is reduced by one. Should the victim fail any of these rolls, he immediately falls unconscious. Once the victim is unconscious, the GM should roll for hyperpyrexia.

Halothane

Halothane is a colorless, mobile, heavy, non-flammable liquid with a sweet burning taste. Its odor is similar to that of chloroform, although those who wish to make the comparison will have to wait an hour or more after smelling the halothane before doing anything else. Anyone who inhales halothane will be unconscious in a very few seconds. Those who awaken after being knocked out with halothane are not likely to experience nausea; headaches are a possibility.

Q Evaluation: *A far more effective drug than chloroform, halothane is our choice of anesthetic for most of our defensive devices. 007's Dunhill lighter was filled with a halothane mixture, as was 005's pen. The results were good on each of the occasions which the devices were used. The speed with which halothane works can be readily verified by Captain Roberts, who accidentally received a dose when he came too close to my workbench as I was preparing the Dunhill. -Dr. Elaine Turner*

Game Information: Halothane will render a character unconscious in one Action Round after the anesthetic is applied. Expenditure of two Hero Points will allow a halothaned character to "shake off" the drug's effects.

Thiopental Sodium

The archetypical truth serum, injections of this drug have long been a standard means of torture attempts made against M.I.6 agents. Giving the correct dosage of thiopental sodium is a less exacting task than for other drugs used in "information gathering sessions." In addition to hyperpyrexia, there are other possible complications in using this drug, including cardiovascular depression, which would kill the drugged person.

Q Evaluation: *Thiopental sodium is still effective as an aid to interrogations. We can train our agents to resist the effects, to combat the disorientation by concentrating on something very specific and familiar. For the physical side effects, which can be unpleasant, we have no sure method for seeing yourself through...only the most extraordinary person can resist a systematic, scientific interrogation for any extended period of time. -Dr. Elaine Turner*

Game Information: On a roll of 98 or greater, the victim of a thiopental sodium injection dies as a result of a toxic overdose of the drug. For each additional Torture attempt beyond the first, there is an increase of five percent in the chance of the victim dying; for example, on the third attempt at Torture involving thiopental sodium, the victim

will die on a roll of 88 or greater. A character can expend a Hero Point to survive an otherwise fatal roll. The villains will cease using thiopental sodium if a roll calls for a victim's death, either because they fear they will lose him, or because they *have* lost him. Thiopental sodium modifies a Torture attempt EF by +2.

DRUGS

Atropine

Atropine belongs to a class of drugs known as anticholinergic agents. These drugs work on the autonomic nervous system by inhibiting responses to stimulation of certain nerves. The drugs prevent acetylcholine from performing its usual role in transmitting impulses to the muscles. The reason this is of importance is that nerve gases generally prevent the breakdown of acetylcholine, leading to an overabundance of the chemical and a hyperexcitability which causes the victim's death. By virtue of their effect, anticholinergic agents are antidotes to nerve gas.

Side effects of these drugs include the reduction of several bodily secretions, such as saliva, tears, gastric juices, and sweat. Toxic doses induce rapid respiration, confusion, excitement, hypertension, and restlessness. In more severe cases, there can be hallucinations, delirium, respiratory depression, and circulatory failure. A rash may also occur on the face and upper trunk.

Atropine is the most common anticholinergic agent for use as an antidote to nerve gas. A white, odorless crystal (or crystalline powder), it is always administered in solution. It is sometimes used as an anti-spasmodic.

Q Evaluation: *Atropine has many medical uses, but we are concerned with only the most basic property of the drug: its ability to inhibit the breakdown of acetylcholine. Q Branch has developed a small injection kit which is worn in a manner similar to a watch worn upside down. Should an agent feel the symptoms associated with nerve gas contact, he need only hit the kit with some force; a pneumatically powered injection of atropine follows immediately. We developed this item in response to the enemy's use of Gamma gas some years ago. -Dr. Elaine Turner*

Game Information: Atropine injected into a character will stop the progression of the effects of nerve gas in 10 Action Rounds, reversing any effects within 60 Rounds.

DRUGS

Haloperidol

Haloperidol is a tranquilizer normally used in the treatment of psychoses. It is classed as a neuroleptic, or "major" tranquilizer, and it is hypnotic in action. The first use halperidol may find in the world of M.I.6 is that of a tranquilizer dart. These darts work a bit faster than conventional darts used to subdue animals; they will render a normal person unconscious in less than 20 seconds.

The other use of the drug is a special form of interrogation. This involves the temporary overlaying of an identity onto the genuine personality of some person; artificial pasts, purposes, and feelings can be implanted by this procedure. The overlaying is almost never permanent, as the true identity will eventually come to the surface.

The adverse effects of halperidol include dizziness, drowsiness, sensitivity to light, skin pigmentation, tremors, and rigidity. Chances of killing someone when using haloperidol are rather slight, although mixing alcohol with this drug could be very hazardous.

Q Evaluation: *The personality overlay is a most difficult procedure. Other than the moral principles being violated, M.I.6 will not engage in personality overlays for the best reason: a person with a personality overlay is a very unknown quantity. Unpredictable and most probably dangerous, such a person would ordinarily be too high a risk for the benefits which might be gained. -Dr. Elaine Turner*

Game Information: A character must make an EF 5 STR roll in order to stay conscious after being hit by a tranquilizer dart. This roll is made each Action Round the target is still conscious until the target becomes unconscious or rolls a QR 1 result on a STR roll, in which case the target has "shrugged off" the effect of the drug. All actions except the Strength roll needed to stay conscious are subject to a -2 EF penalty until the effect of the drug has worn off or has been shrugged off.

Haloperidol does not grant an EF bonus. However, each time the interrogator *rolls* a QR 2 or better, the WIL of the character is reduced by three for the remainder of the personality overlay attempt. As soon as the interrogator achieves a QR 1 result on the Interrogation and Torture Chart, the victim has taken on the new personality.

Each week after the personality overlay has occurred, starting with the first day after the overlay, the victim makes an Identity roll. This is an EF 2 INT roll; QR 1 indicates he remembers his true identity; QR 2 indicates troublesome nightmares and memory fragments which grant a +1 EF modifier for all subsequent Identity rolls; a

QR 3 indicates more nebulous dreams which grant a +1 EF for the next Identity roll only; a QR 4 yields no information, but indicates a feeling of disquiet; while a QR 5 represents rejection of the former identity and a -1 EF modifier applied to the next Identity roll.

DRUGS

Morphine

Morphine is a narcotic pain killer derived from opium. It is usually administered intramuscularly, as morphine taken orally is ineffective, while introducing the drug intravenously is tricky and can lead to serious hypotension. Adverse effects include depression of the central nervous system, decreased cough reflex, nausea, and respiratory depression. Morphine is sometimes included in the emergency kits carried by military pilots, to allow pilots to travel while wounded.

Q Evaluation: *Morphine is never issued by Q Branch. If our agents had an extreme aversion to pain, they would change occupations. The risks of carrying drug which is illegal in many nations outweighs the benefit of the drug. Morphine's use in enemy attempts to interrogate our agents has proven disturbingly effective. We are devising new resistance techniques, but they are still formative, being almost a year away from field use. -Dr.*

Elaine Turner

Game Information: Morphine is sometimes used in conjunction with scopolamine for use in obtaining information from obdurate characters. Used in this manner, morphine reduces the Death Percentage associated with scopolamine by 10, and increases the EF of the Torture attempt by +2. When used as a pain killer, morphine modifies a Pain Resistance roll by +2 EF.

DRUGS

Sodium Amytal

In the world of espionage, this barbiturate is useful as an aid to torture and as knock-out drops. The knock-out dosage is handy enough to be unobtrusively placed in almost any drink. If the drink is alcoholic, little enough is added so a person will probably notice nothing peculiar about the drink. Alcohol and sodium amytal can be easily combined in a cocktail which will lead to prolonged coma or death, with little increase in the detection chance. A larger dose is required in non-alcoholic beverages, and there is a correspondingly greater chance of a character becoming suspicious of its contents. Sodium amytal can also be used in a torture attempt.

Q Evaluation: *We do issue sodium amytal for the purposes of knocking out an opponent. We do not condone, nor do we issue a sufficient amount for, the use of sodium amytal in interrogations. We have evidence that sodium amytal's versatility has made it a very popular drug with terrorist elements associated with TAROT. -Dr. Elaine Turner*

Game Information: To detect sodium amytal in an alcoholic drink, the PER roll is made at an EF 2. For a toxic dose or for drops in a non-alcoholic drink, the PER roll is made at an EF 5. A character might attempt to distract the intended target from the quality of the drink through conversation, calling attention to another object in the room, and so forth. A GM should allow role-playing to influence a character's PER roll EF.

Sodium amytal is also used in Torture attempts. On a roll of 98 or greater, the victim of a sodium amytal dose dies as a result of a toxic overdose of the drug. For each additional Torture attempt beyond the first, there is an increase of five percent in the chance of the victim dying; for example, on the third attempt at Torture involving sodium amytal, the victim will die on a roll of 88 or greater. If a character should survive (by expenditure of a Hero Point) any Torture roll which would have been fatal, the captors will cease using the drug in Torture attempts as they fear the character will die without yielding any information. Sodium amytal is worth a +2 EF modifier when used in a Torture attempt.

DRUGS

Scopolamine

Scopolamine is a drug which achieved notoriety during World War II, and which is still used today. This “truth drug” is somewhat difficult to administer, as the effects which are desired for purposes of torture automatically involve the use of toxic doses.

Q Evaluation: *The ugliness associated with this drug is deserved; in the time I have been working for M.I.6, two of our agents have died while being interrogated with scopolamine. Another agent, a new one, broke under the interrogation and was later murdered by his captors. Only one agent has successfully resisted interrogation with the scopolamine/morphine mixture and remained in a condition to function efficiently for the service; 007 resisted very large doses while being interrogated awhile back. –Dr. Elaine Turner*

Game Information: On a roll of 95 or greater, the victim of a scopolamine injection dies as a result of toxic overdose of the drug. For each additional Torture attempt beyond the first, there is an increase of 10 percent in the chance of the victim dying; for example, on the third attempt at Torture involving scopolamine, the victim will die on a roll of 75 or greater. A character may expend Hero Points to survive rolls which would otherwise indicate his death. Villains will conclude (quite correctly) that the drug is no longer of use in further interrogations

Scopolamine is worth a +1 EF modifier when used in a Torture attempt. When used in conjunction with morphine, the mixture is worth a +3 modifier to a Torture attempt.

POISONS

Black Widow

This delicate form of death is a source for toxins which are 15 times as poisonous as the venom from rattlesnakes. Fortunately for its human-sized victims, not enough of this toxin is present in the spider to kill more than one out of 100 people who are bitten. The poison takes about half an hour to take effect; the victim then begins to experience cramps of increasing severity, leading to spasms which are intense for one day, and then slowly subside over the next two days.

Q Evaluation: *The use of black widows as a means of assassination would be ludicrous if fewer of our enemies used them. While they are rarely successful, a few of our agents are incapacitated for a period of time which is crucial to their mission. An antivenin exists which will assure survival, but without appreciably speeding the time necessary for recovery. –Dr. Elaine Turner*

Game Information: The painful effect of a black widow bite is doubtlessly worth a +2 modifier on a Torture attempt. If the character manages to remain silent, the treatment will not be repeated; the villain will be convinced of its uselessness and will experiment with other approaches to pain. While one bite will not kill a character, a dozen black widows will dispose of anyone. Treat such an occurrence as if the character were bitten by a snake with neurotoxic poison with the STR roll made at EF 2 rather than at EF 5.

POISONS

Cyanide

When captured, spies who do not believe they can withstand torture will choose a cleaner death, usually hidden in their teeth. James Bond always disposes of the capsules whenever he is given any by M.I.6, and it is highly probable many other agents dispose of them as well.

Q Evaluation: *We issue capsules of hydrocyanic acid, as do almost all national intelligence agencies. Hydrocyanic acid is quite quick, unconsciousness occurring within seconds, with death following within five minutes. An agent might save a prisoner by administering amyl nitrate to the poisoned person. The agent should have several clues as to the nature of a prisoner's problem: his breath will smell of bitter almonds, and his features will be violent pink. –Dr. Elaine Turner*

Game Information: NPC's of the more fanatic strain will often attempt to take their own life rather than face the consequences of defeat.

POISONS

Nerve Gas

Nerve gases are chemical agents which work by preventing the breakdown of acetylcholine, the chemical which transmits nerve impulses to the muscles. Thus, the amount of acetylcholine increases upon exposure to nerve gas, leading to increased transmissions — or hyperexcitability — in the victim. Paralysis and death occur swiftly. Atropine is an antidote for nerve gas, if injected soon enough.

Delta Nine

Delta Nine was the gas used by Goldfinger to try to kill the personnel of Fort Knox. It will kill all who breathe it within 30 seconds. The gas disperses in 15 minutes; people can then operate safely in the gassed area.

Q Evaluation: *A remarkable gas which we still do not fully understand. The gas has the chemical properties of its more benign brethren, but Delta Nine is lethal. Our analysis is complicated by a lack of samples; the secret has apparently vanished along with Auric Goldfinger. -Dr. Elaine Turner*

Gamma Gas

Gamma Gas is a very quick acting nerve gas, causing paralysis in 30 seconds and death within 60 seconds.

Q Evaluation: *Except for the speed with which it works, Gamma gas is rather standard for a nerve agent. We became aware that enemy organizations possessed Gamma gas when it was used to*

eliminated the air crew of a Vulcan bomber. Since that incident, Q Branch has developed methods to deliver atropine quickly enough to prevent incapacitation and death of agents who come in contact with Gamma gas without protective clothing. The last known use of Gamma gas was in Afghanistan; surprisingly, the Soviets were the victims rather than the instigators. TAROT had a facility of some sort in the Pamir Mountain region which Soviet patrols encountered, promptly being eliminated by Gamma gas for their pains. The TAROT personnel closed down the operation before the massive retaliatory power of the Soviets could strike back. -Dr. Elaine Turner

Orchidea Negra

This gas was named after the flower which is its principal component. It is a persistent gas, taking weeks to disperse once deployed.

Q Evaluation: *Hugo Drax intended to eliminate the entire world's population with 50 large capsules of Orchidea Negra. The nerve agent is lethal in one part per billion...the amount which could be compressed into a ping-pong ball would be enough to kill all of London. Orchidea is slow acting, death coming about an hour after first contact, but few would realize what was happening in time to save themselves. -Dr. Elaine Turner*

Game Information: A GM should very carefully consider the option of not running a mission based on the Moonraker adventure. Should the players not take all the necessary actions, a campaign would be shortened considerably.

POISONS

Snakes

Snakes have very complicated venoms, usually consisting of five or more different poisons. Despite the large numbers of poisons involved, venomous snakes can be classified as one of two types: those with hemotoxins, and those with neurotoxins.

Hemotoxins

These poisons attack the blood. They cause excessive bleeding and the breakdown of body tissue, especially around the bite wound. The bites are painful, shock setting in one hour after the wound is inflicted. Gaboon vipers, most rattlesnakes, copperheads, water moccasins, and the fer-de-lance are hemotoxic.

Q Evaluation: *Hemotoxic snakes are less deadly than their neurotoxic kin, but their effects on surviving victims linger longer. This is due to the breakdown of the tissues caused by the venom. Both 004 and 007 have had problems with snakes of these types. 007 was the more successful, deftly avoiding trouble on San Monique; 004 spent three weeks in a Cairo hospital. -Dr. Elaine Turner*

Game Information: The GM should make an EF 5 STR roll and interpret the result as follows:

QR 1: Recovery within one week.

QR 2: Recovery in three weeks.

QR 3: Death in two weeks.

QR 4: Death in one week.

Failure: Death in 24 hours.

The recovery may be speeded by hospitalization, reducing recovery time by one week. Antivenin will prevent death if administered before the victim dies. Recovery time is then three weeks, even if hospitalized. Until recovered, the victim has the equivalent of a Medium Wound.

Neurotoxins

Neurotoxins cause little reaction for one or two hours. At that point, paralysis begins to spread throughout the body. Headaches and vomiting are soon followed by paralysis of the muscles needed for breathing. Death follows in a few hours. Snakes with neurotoxic venom include the US coral snake, the Asian cobra, and the black mamba.

Q Evaluation: *The neurotoxic snakes are the most feared in the world. The fear they inspire is certainly a contributor to their frequent use by the operatives of TAROT, operatives who are stationed in nations where such snakes are native. None of our "00" section have been struck by these snakes, but we lost three couriers in India between 12 August 1982 and 4 September of the same year.*
-Dr. Elaine Turner

Game Information: The GM should make an EF 5 STR roll for a character who has been bitten by a snake possessing neurotoxins, comparing the results with the following chart.

QR 1: Recovery complete in 72 hours.

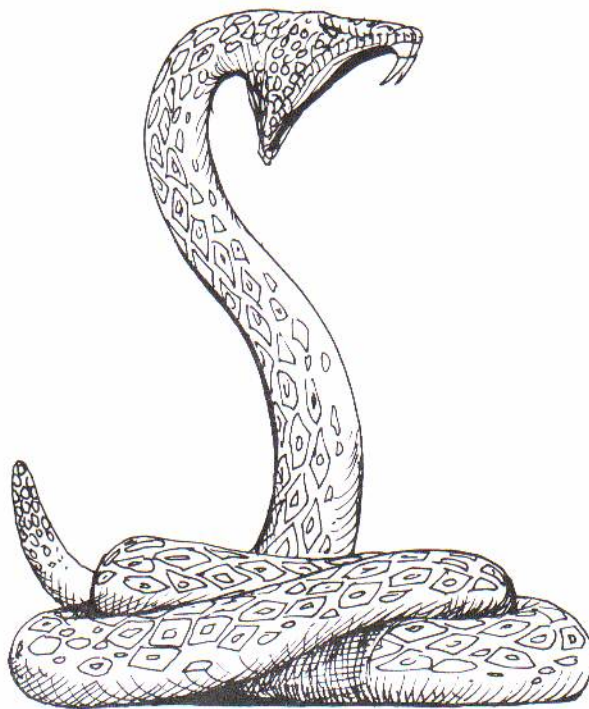
QR 2: Recovery complete in one week.

QR 3: Death in 24 hours.

QR 4: Death in 12 hours.

Failure: Death in 6 hours.

Antivenins administered in time will prevent death, in which case recovery will take one week. Until recovered, the victim suffers the equivalent of a Light Wound.



POISONS

Sea Wasp Toxin

Many scientists consider the sea wasp, a jellyfish found only in the waters off Australia, to be the most dangerous of all poisonous animals. The sea wasp carries a cardiotoxin which causes the heart to beat wildly out of control. There is no antivenin, so death is virtually assured, coming within 30 minutes of contact.

Q Evaluation: *Not as lethal as the orchidea negra gas, sea wasp toxin is still sufficiently toxic to kill in very minute doses. TAROT uses toxin exported by their Australian operatives to coat the tips of bullets which are being used against very important targets. As the poison kills in minute doses, and the victims die of heart failure, poisoning accomplished by means other than a bullet might go unnoticed.* **-Dr. Elaine Turner**

Game Information: A character who has sea wasp toxin injected by any means must obtain a QR 3 or better on an EF 1 STR roll to survive. This poison should be available only to the elite assassins of TAROT; it is a rare substance.

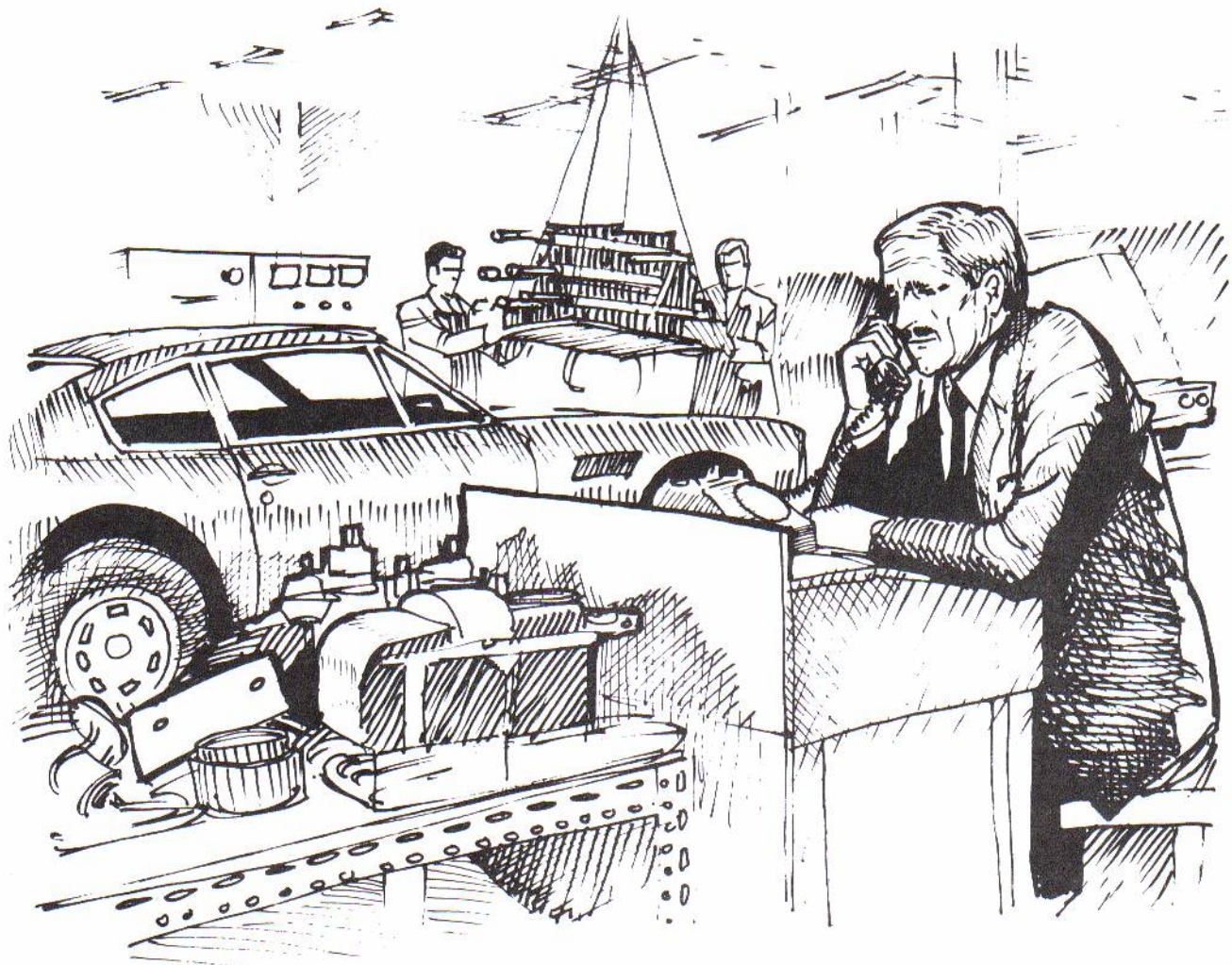
POISONS

Tarantulas

Death from tarantula bites is very rare; they generally involve intense pain which lasts for a number of days, subsiding with few or no residual effects. Tarantula venom is actually rather weak compared with most venoms. The tarantula simply has so much venom in comparison with other spiders that its poison is feared.

Q Evaluation: *007 certainly has faced the largest number of imaginative demises of any person I have known. The tarantula was tried by hoods in the employ of Dr. No. Since that time, there has been only one other incident involving tarantulas and one of our agents. In that instance, the operative had seen the punk who placed the tarantulas in his room. Mr. Hughes calmly collected the spiders, placing them gently in his attache case after removing certain documents. He then strolled down through the lobby of his hotel, saw the startled expression of the man who had placed the tarantulas in his room, and then made a phone call, leaving the attache case conspicuously available. It was taken; Mr. Hughes could only assume the man was sufficiently satisfied with having his tarantulas returned, for he never bothered Mr. Hughes again.* **-Dr. Elaine Turner**

Game Information: The intense pain from a tarantula bite lasts a number of days equal to the QR of the victim's EF 5 STR roll (failure rolls indicating a period of 10 days). The wound is considered a Light Wound, but an additional -2 EF modifier is applied to that character's Pain Resistance rolls.



Q Branch History and Personnel



The impact of the railway upon our age is as the effect of religion was to times medieval. Our people and land are shaped by the iron lines. Our most distinctive architecture is that of Euston Road station. Yet a steam engine has no moral force to match its physical power; the London, Chatham and Dover is not a divine trinity. Our imperative as Englishmen, and as Christians, is to assure a moral standard which matches our mastery of science.

-Attributed to the 8th Marquis of Queensbury

This statement provided the name for the section of M.I.6 which was to provide Britain's agents with such splendid equipment: Q Branch.

The need for a special branch devoted to the technologies of intelligence was recognized as early as 1915. Captain Mansfield Cummings was head of MI1C, the counter-intelligence organization which was to evolve into M.I.6. His personal taste for fast cars and other pieces of high performance engineering made him realize the value of top notch equipment, especially in the one-on-many situations in which Britain's counter-intelligence agents were likely to find themselves. Suggestions were made through the proper political channels, but Cummings' vision of Q Branch was not realized for a reason which was bittersweet: Britain's Secret Service had done a superb job at defeating German intelligence initiatives; thus, there was no clear need for an experimental service such as Q Branch.

Throughout the 1920's, MI1C discretely encouraged a number of engineers, mathematicians, and research scientists to meet on an informal basis with each other and with MI1C personnel. The results of these meetings were a general outline of the technical services which could be useful in espionage, and a network of communications which assured MI1C of at least hearing of new developments which might be of importance.

One group of particular influence was known as Myddleton's Company. The group took its name from Hugh Myddleton who, with financial assistance from the King, built the "New River," a channel 40 miles long which was constructed in the early 17th Century to provide London with water. The official theme of the company was "Science in Service of His Majesty." Meeting regularly near King's College in Cambridge, the

members of Myddleton's Company exchanged ideas on how their areas of expertise could be of use to the Secret Service. A physicist and electronics engineer name Peter Evelyn eventually rose to position of group spokesman.

In 1931, Evelyn met with Admiral Sinclair, then head of the SIS, and began a three-year dialogue on the subject of Q Branch. Despite parliamentary ravaging of funds for the SIS, Sinclair approved a very modest enterprise along the lines suggested by Evelyn. Known as Department J3 (for reasons unknown to the author), this small nucleus of personnel concentrated mostly on cryptography. Under the leadership of Evelyn, J3 used its close connections with the Myddleton Company to acquire expertise and services quite beyond those normally possible with a restricted budget.

1939 saw a reorganization of the British Secret Service. M.I.6 and M.I.5 were organized as the counter-intelligence and intelligence services. In 1939, M.I.6 received a new head, then Colonel Stewart Menzies. Peter Evelyn met with Sir Stewart Menzies shortly after the German invasion of Poland. Menzies saw merit in the concept of Q Branch as originally envisioned by Cummings. With quiet efficiency, he acquired the necessary political backing; on 27 December 1939, the department known as Q Branch was formed.

Peter Evelyn became the first head of Q Branch, assuming the title Q. Q Branch quickly called to service many of the scientists and academicians who had been part of the informal network associated with MI1C. The organization of Q Branch had been planned for years, and the department assembled under Q with extraordinary alacrity. Within a few weeks, Q Branch had already introduced some of its innovations into the field.

The war caused a shortage of skilled manpower, and many concerns filled positions with the remainder of the work force. In 1940, a contact working in weapons research informed Peter Evelyn of a student who had proven immeasurably valuable in laboratory work on ballistics, one who had a seemingly inexhaustible repertoire of technical tricks for improvising around a scarcity of equipment. The student was as yet too young to serve in the military, yet was an outstanding student at Queen's College at Cambridge. Might Dr. Evelyn find a way to recruit this one for Q Branch when he was eligible for military service?

In 1941, Geoffrey Boothroyd left Cambridge and was quickly brought into Q Branch. At the end of the war, he had attained the rank of Major and was in charge of the Armoury section of Q Branch.

A restructuring of budget priorities led to the reduction of personnel of Q Branch. As before the war, the former M.I.6 technicians remained in discrete contact with the British Secret Service. Dr. Evelyn retired from Q Branch in the summer of 1951, recommending that the still young Major Boothroyd head the department. It was doubtlessly the soundest recommendation Peter Evelyn ever made. The doings of Q Branch under Major Boothroyd as Q has been well documented elsewhere.

The following dossiers are a compilation of what is known about the most important figures in Q Branch. Some details remain unknown, and it is quite possible the GM will find other bits of information which were unavailable to the author. Inclusion of that information is best left to the GM and the GM's interpretation of the Official Secrets Act.



Major Geoffrey Boothroyd

BIRTHDATE: 19 March 1923

BIRTHPLACE: Aberdeen, Scotland

STR: 6 DEX: 9 WIL: 9 PER: 11 INT: 15

SKILLS (SKILL/PRIMARY CHANCE)

Charisma (6/15), Cryptography (11/26), Disguise (3/18), Driving (5/15), Electronics (12/27), Fire Combat (10/20), Piloting (5/15), Science (15/30)

ABILITIES: First Aid, Photography

HEIGHT: 5'10"

WEIGHT: 160 lbs

HAIR: Grey

EYES: Blue

SPEED: 2

FAME POINTS: 55

APPEARANCE: Normal

HAND-TO-HAND DAMAGE CLASS: A

STAMINA: 28 hours

RUNNING/SWIMMING: 25 minutes

CARRYING: 101-150 pounds

HERO POINTS: 3

FIELDS OF EXPERIENCE: Biology/Biochemistry, Board Games, Botany, Chemistry, Computers, Forensics, Mechanical Engineering, Medicine/Physiology, Space Science, Toxicology

BACKGROUND: Geoffrey Boothroyd's genius was detected early when he was being taught numbers and basic addition. The teacher was explaining that the arabic (or modern) number system was based on the unit 10, because people had 10 fingers. Young Boothroyd immediately took to wondering what would have happened if the person inventing arithmetic had had only one hand; he then converted all of his arithmetic problems into base five. His teacher, less than enthusiastic about Geoffrey's performance, gave him a failing mark.

Geoffrey was sent to the headmaster after his further experimentation with arithmetic convinced the teacher Geoffrey was shirking his lessons in a malicious

manner. Boothroyd managed to explain his reasoning to the headmaster, who recognized the intelligence behind the boy's peculiar sums.

The future Q attended Rugby, where he quickly absorbed every portion of the curriculum offered him. He developed a wit which was sharp and yet somehow disarming, allowing Geoffrey to avoid the social isolation which can accompany academic achievement.

Passing his A levels at age 14, he enrolled in Queen's College at Cambridge. He quickly gained renown for his laboratory work and rushed to a Masters Degree in Physics by the time he was 18. While at Cambridge, his interest in ballistics and in improving upon standard pieces of equipment emerged to become passions, ones which made him noticeable to ex-members of the Mydleton Company. Boothroyd joined Q Branch in 1943, less than two weeks after completing his degree. He became Q in the summer of 1951.

Q often has the appearance of someone who was on his way to someplace important when he suddenly has forgotten where it is he is going. His expression rarely varies beyond the bounds of mild amusement and perplexed calm. His tone is well mannered with a thin layer of sarcasm. Q speaks in laconic phrases as if dallying for an unnecessary adjective might cost the free world dearly.

If one can convince him to take the time to speak at length about himself or his work (an EF 2 Charisma roll would be appropriate), Q can be eloquent concerning his feelings about Q Branch and his relationship to it. Q is very proud of the work he and his people do for M.I.6. He marvels at the continuing commitment of his personnel to their work, given the time pressures, uncertain budget, necessary anonymity, and tremendous stakes placed on the success of their efforts. He is most pleased at the length of service of the technicians with whom he works; few succumb to the pressure of the job. As Q says, "We too work to rule, one rule: always be better today than yesterday. Be the best possible today so that you can scarcely imagine how you will be better tomorrow. Never lose sight of the wonder that you shall find a way to be so."

Q enjoys his work, leisure time being consumed with updating his knowledge in order to further his field. He will allow himself a vacation totally away from his work once every three years or so, to prevent himself from becoming stale.

Major Boothroyd leads by example, an example followed by most of the other members of the department. His relationship with his co-workers is excellent. He will defend the actions of his personnel against any accusations from a higher authority. The members of Q Branch in turn perform as much of the bureaucratic responsibilities which rightly go with Q's job in order to spare him as much annoyance as possible, and to allow him to concentrate on tasks where his genius is more necessary.

Q has an ambivalent attitude toward 007 and agents of his ability and temperament. Major Boothroyd admires 007 for his unwavering loyalty to the crown, as well as for his tremendous courage to see a crucial job through on his own. Yet the disrespect which James Bond and other agents show for the equipment which is the product of Q Branch, in the sense that most items have a one-mission life expectancy, bothers him. Q is also disturbed by what he perceives as an unmethodical, cavalier approach some agents seem to take toward their missions. Such an attitude is anathema to Q Branch.

A character who takes the time to fully listen to his explanations, or who returns as much equipment as possible to Q Branch, will be regarded in a different light than one who acts in the manner of James Bond. Q will go to great lengths to aid such a character as long as there is no other crucial matter requiring his attention. A character performing in such a civilized manner will receive a bonus of from +2 to +4 on a Charisma roll (depending on consistency and duration of behavior) when trying to convince Q to perform some service.



Dr. Elaine Turner

BIRTHDATE: 4 September 1950
BIRTHPLACE: Blakeney, England

STR:5 DEX:10 WIL:12 PER:10 INT:15

SKILLS(SKILL/PRIMARY CHANCE)

Charisma (9/21), Driving (6/16), Hand-to-Hand Combat (5/10), Science (10/25)

ABILITIES: Connoisseur, First Aid, Photography

HEIGHT: 5'7"	APPEARANCE: Striking
WEIGHT: 120 lbs	HAND-TO-HAND DAMAGE CLASS: A
HAIR: Black	STAMINA: 30 hours
EYES: Blue	RUNNING/SWIMMING: 40 minutes
SPEED: 1	CARRYING: 60-100 pounds
FAME POINTS: 21	HERO POINTS: 4

FIELDS OF EXPERIENCE: Biology/Biochemistry, Botany, Chemistry, Computers, Forensics, Geology, Medicine/Physiology, Toxicology

BACKGROUND: Born an equal distance between Gloucester and Wales, Elaine spent much of her childhood in the Cambrian Mountains. Her father encouraged her curiosity about the region, encouragement which led to simultaneous interests in folklore, geology, and biology. Her parents also encouraged her to keep physically fit; as part of her regimen, she took lessons in unarmed combat from a cousin of hers who was a Royal Marine.

She was enrolled in Cheltenham Ladies College for preparatory school, attending university at Cambridge in Newnham College. There she worked feverishly for a quadruple degree in Biology, Geology, Chemistry, and English Literature, finishing with a first in all but Geology. Graduating in 1971, Ms. Turner took a supremely deserved year off to travel the Continent before entering medical school. She became enamored of Florence, Italy, and decided to spend several months there. While in Florence, she found herself the object of obnoxiously persistent attention of an Italian suitor who was charmed by her indifference. Several ludicrous encounters resulted, leading to Ms. Turner concocting a "personality profile" made of olive oil and sugar, which she ceremoniously dumped on her would-be paramour and his new Ferrari.

As soon as Giovanni Di Fortelli cleaned himself and his car, he tended to his wounded pride. The future leader of blackmail operations for TAROT chose a decidedly more direct approach: having Elaine Turner kidnapped, "persuaded" to apologize, and then beaten to death.

The men in the lift to her apartment looked ugly, but it was an odor that prevented her from stepping into the lift car. The faint smell was that of a chemical used at times in her laboratory work: chloroform. Turner spun away from the extending grasps of the thugs, and fled down a stairwell. Taking a back exit, she moved away from her building, spotting a delivery van and a familiar Ferrari. The next 12 days were a frighteningly serious game of hide and seek, with Ms. Turner finally escaping Di Fortelli on a flight out of Milan.

After a brief stint in Wales for recuperation, Elaine Turner went to Johns Hopkins University, Baltimore, USA, for her medical degree. She became interested in forensic medicine, toxicology, and pharmacology. She gradually shifted her emphasis toward the use of medical and scientific knowledge in the solution of crimes. She finished in the top five percent of her class, but chose to skip the intern/residency step for a technical job with Scotland Yard. Four years later, she was contacted by the informal network associated with Q Branch, and in 1982 she joined M.I.6.

Since becoming a member of Q Branch, Dr. Turner has specialized in analysis of the sort of chemicals used by forces opposed to M.I.6, developing counter-measures, and helping make sure the British Secret Service maintains an edge in chemical trickery.

Dr. Turner has an oval face of perfect complexion, short cut black hair which is brushed back, and features arranged in most pleasing symmetry. Her eyes are deep blue, accurately if unromantically described by Walter Cobbett as being "the intensity of a helium laser." Her carriage is such that, were she deposited randomly in the midst of the Sahara Desert, anyone seeing her would immediately conclude she knew exactly where she was, as well as the shortest route to her next destination.

Being a new member of a tightly knit group, Dr. Turner has attempted to establish her credentials professionally while maintaining a safe social distance from which vantage to make decisions concerning the rest of Q Branch. Her physical attractiveness has made this policy at once difficult and wise. Her rejection of Michael Roberts' romantic advances is the source of much shop gossip. Dr. Turner gains a +3 EF bonus to all WIL rolls when she is resisting a seduction attempt.

She gets along very well with Walter Cobbett and Q, and is pleasant enough with the rest of her co-workers.

The Harrow Club

The following members of Q Branch belong to an association known as the Harrow Club, formed by themselves while attending the school of that name. They remained in contact with one another, albeit loosely in some periods, for all the years after they left Harrow. Walter Cobbett was the first of the Harrow Club to join Q Branch, soon persuading Jonathan Maclean to work for M.I.6. Two years later, Lawrence Powell was recruited into the group, followed by Michael Roberts some years later.

The club still meets once every three weeks for a round of bridge or, if Cobbett has his way, whist. Before a game they have a period called "showing the grumbles," a holdover from the days of complaints about schoolmasters. The member with the most superior grumble, based on criteria to be determined at the beginning of the session, is given a sympathetic bit of applause as well as being given the privilege of providing beverages for the next meeting.

The Harrow Club is a group of friends who have realized they have grown apart in the years in which they were separated, but who value the group as a mirror or set of standards by which each can evaluate his own position in the world.



Dr. Walter Cobbett

BIRTHDATE: 4 September 1939

BIRTHPLACE: Evreux, France

STR: 8 DEX: 12 WIL: 7 PER: 15 INT: 12

SKILLS (SKILL/PRIMARY CHANCE)

Charisma (1/8), Driving (6/19), Electronics (10/22), Science (8/20)

ABILITIES: Connoisseur, First Aid, Photography

HEIGHT: 5'8"

WEIGHT: 155 lbs

HAIR: Blond

EYES: Green

SPEED: 3

FAME POINTS: 51

APPEARANCE: Unattractive

HAND-TO-HAND DAMAGE CLASS: A

STAMINA: 28 hours

RUNNING/SWIMMING: 25 minutes

CARRYING: 101-150 pounds

HERO POINTS: 3

FIELDS OF EXPERIENCE: Board Games, Computers, Cricket, Forensics, Mechanical Engineering

BACKGROUND: Born just three days after the invasion of Poland, Walter Cobbett was the second son of Phillip Cobbett, a retired R.A.F. pilot who had married a French woman he had met in the Great War. Unfortunately for Walter, he was somewhat unexpected as his older brother, Nathan, had been born 15 years previously. Compounding the difficulty was older brother's perfection; champion cricket player, winner of sports car rallies, having a distinguished career with the SAS, and a very likeable chap. The only mistake Nathan ever made was his failure to properly explain the use of a rifle safety mechanism to an aborigine, leading to Nathan's death in a fatal shooting accident in 1954 in Malaya.

Walter began to escape his brother's shadow while at Harrow. He gathered the group of friends who became the Harrow Club, gaining a position of respect he had not attained before. Being three years the elder of Michael Roberts, he managed to become a brother figure to the highly charismatic young man. Behavioral osmosis gave Walter a pattern of confidence and esteem he had lacked before.

Cobbett loved sports cars, and began to tinker with automobiles at the age of 13. Soon he was a member of a sports car club, more as a mechanic than as a driver. Walter began to dream of designing his own racer.

The dream was temporarily suspended as Cobbett became more involved with his studies at Merton College in Oxford. He also began the series of continuous chess games with Lawrence Powell, a series in which there have been more than 700 games. Graduating with a degree in physics, Cobbett went to Stanford University, California, USA, for his doctorate.

While at an automobile show in Los Angeles in 1964, Cobbett met Carroll Shelby. Shelby was then heavily involved in building a sports car which would take the F.I.A. championship away from Ferrari. Cobbett managed to land a position on the team which was to put together the GT40 which won the championship in 1965.

Dr. Cobbett then went to work for Aston Martin, where he was contacted by Q about working for Q Branch. With the promise of far more diversity than he could hope for in a civilian job, Cobbett agreed, joining Q Branch in 1967.

Dr. Cobbett has unkempt blond hair, which even the copious hair cream he applies cannot keep in place. His face is puffy and square, his most redeeming feature being a firm jaw line. His eyebrows are ragged shocks of yellow. His voice is level, lowering pitch as he becomes angry or otherwise disturbed. He prefers to work at night when others have gone home. He has a tendency to carry on extensive dialogues with himself, engaging himself in a spirited debate over the merits of a proposed plan of action. He is actually much more decisive than he sounds; Walter simply wishes to continually examine decisions he makes in order to make sure the assumptions behind his reasoning is still sound.

Dr. Cobbett was smitten with Dr. Turner, but his first attempt at advancing his suit was gently rejected. Gauging the tone of the rejection properly, Cobbett decided to aim for a solid friendship with Elaine Turner. He has thoroughly given up on attempting to win Dr. Turner's heart. Walter Cobbett is pleased, entirely out of proportion, over the fact that he and Elaine share the same birthday.

Dr. Cobbett's contributions to vehicle modifications are his most valuable contribution to Q Branch.



Jonathan Maclean

BIRTHDATE: 11 July 1940

BIRTHPLACE: Cambridge, England

STR: 6 DEX: 13 WIL: 10 PER: 13 INT: 11

SKILLS (SKILL/PRIMARY CHANCE)

Charisma (10/20), Cryptography (15/26), Driving (4/17), Electronics (5/16), Science (9/20)

ABILITIES: Connoisseur, First Aid, Photography

HEIGHT: 6'0"

WEIGHT: 180 lbs

HAIR: Brown

EYES: Brown

SPEED: 3

FAME POINTS: 19

APPEARANCE: Attractive

HAND-TO-HAND DAMAGE CLASS: A

STAMINA: 28 hours

RUNNING/SWIMMING: 25 minutes

CARRYING: 101-150 pounds

HERO POINTS: 5

FIELDS OF EXPERIENCE: Computers, Fine Arts, Football, Microphotography

BACKGROUND: As Jonathan would say, "To clean the slate right off, the answer is yes." The answer would satisfy those who were thinking of the appropriate question, without boring those who were thinking of no such thing with all the necessary explanation. Yes, Jonathan is related to the infamous defector, Donald Maclean, if rather distantly. The notoriety of such a relative gave young Jonathan an additional reason to succeed: injured family pride.

Jonathan was a member of the Boys Choir at King's College. His already firm love of music grew stronger over the period of time he sang with the group. He attended University College at Oxford, which causes him to debate with Dr. Cobbett over which of the two colleges — Merton or University — is the older. Neither ever expects to convince the other, but one's school honor must be upheld.

While at University, Jonathan became intrigued with the parallels between mathematical and musical structure, and at the same time was fascinated with computers. This led, by sidewise steps through information theory, into cryptoanalysis and cryptography.

Maclean worked for six years with an electronics firm before Dr. Cobbett contacted him suggesting he work for Q Branch as a specialist in encoding/decoding devices, transmission security, and the like. Jonathan thought the idea splendid, and joined Cobbett in 1968.

Jonathan married Linda Hobart, a woman he had met in Oxford in 1969. They have one child, Anne, who was born in 1972. Jonathan is rather worried about the security of his family, given the nature of his job. He feels slightly alienated from the others of the Harrow Club, as he is the only one who is married.

Jonathan has a lean face, smart mustache, and eyes which dance constantly. He uses free, fluid gestures when he wishes to describe a particularly important concept, his fingers seeming at times to be entities of their own. His speech is clipped and animated, full of the energy his body seems incapable of containing.

Maclean laughs more than any half of Q Branch, yet he possesses a lambent wit which rarely fails to entertain. He plays flute in a chamber music group which claims Lady Bliss as a patron, and will often hum a particularly difficult or expressive passage of music as he works in Q Branch.

Dr. Lawrence Powell

BIRTHDATE: 16 February 1939

BIRTHPLACE: Manchester, England

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

SKILLS (SKILL/PRIMARY CHANCE)

Charisma (6/19), Driving (4/13), Electronics (7/20), Science (12/25)

ABILITIES: Connoisseur, First Aid, Photography

HEIGHT: 5'9"

WEIGHT: 150 lbs

HAIR: Blond

EYES: Hazel

SPEED: 2

FAME POINTS: 32

APPEARANCE: Normal

HAND-TO-HAND DAMAGE CLASS: B

STAMINA: 30 hours

RUNNING/SWIMMING: 40 minutes

CARRYING: 101-150 pounds

HERO POINTS: 5

FIELDS OF EXPERIENCE: Board Games, Computers, Economics/Business, Football, Golf, International Law, Space Sciences



BACKGROUND: Born into a line of local bankers, Lawrence was keen on two subjects when he was growing up: banking and rocketry. He avidly read of the tests being performed at White Sands proving grounds in the USA, and he formed a short lived model rocket society at Harrow. The society's demise was caused by Michael Roberts, who could see no use for a rocket without something on it which went bang. The administration at Harrow could find little merit in the attempt to build the school's own second strike capability. Lawrence still holds a small grudge against Michael for botching Powell's favorite brainchild.

At Christ Church in Oxford, Powell studied economics and engineering, attempting to keep open both his family's traditional path and his own keen interest in outer space. His class standing convinced him he was good enough to pursue his own interest. He attended the University of Michigan for his graduate studies in aerodynamic engineering, landing a job with North American Rockwell upon receiving his doctorate in 1964. Dr. Powell was delighted to work on programs crucial to the US space program. His most cherished moment in America was watching Neil Armstrong step on the moon from the vantage point of mission control in Houston, Texas.

In the following years, America lost interest in her space program, and by 1972 the elan of those working on the program began to slip away. Dr. Powell missed that spirit. He was immensely pleased when Cobbett informed him that Q Branch has exactly that sort of feeling. Dr. Powell joined Q Branch in 1973.

Powell's opinions often appear as vague and resistant to reaction as a noble gas. This is not actually the case; Dr. Powell merely wishes to avoid arguing with those whose opinions he considers uninteresting. Soft spoken with just the slightest nasal intonation, Dr. Powell will readily speak with any listener on the topic of space exploration. He and Q have had very lively discussions on the technical aspects of possible future propulsion systems — discussions from which most other Q members tend to absent themselves.

Powell plays chess through the mail, insisting on continuing his series with Cobbett by post even though they live not four blocks apart. This annoys Cobbett, especially since Powell's postal record is superior to that of his face-to-face games.

Lawrence Powell has a straight set face with no particularly distinguishing features. His eyebrows are thin, his nose a slender wedge, and his hair always seems to be just a bit too long in front. Powell's lips always seem to be slightly apart. His gait seems assymmetrical, as his arms do not swing in arcs of equal length.

Dr. Powell is still a supporter of Manchester United, whose games he attends on occasion.



Captain Michael Roberts

BIRTHDATE: 22 November 1942

BIRTHPLACE: Colchester, England

STR: 11 DEX: 12 WIL: 8 PER: 10 INT: 12

SKILLS (SKILL/PRIMARY CHANCE)

Boating (4/15), Charisma (15/23), Demolitions (6/18), Disguise (8/20), Driving (10/21), Fire Combat (9/20), Hand-to-Hand Combat (5/16), Piloting (4/15), Science (6/18), Seduction (10/21)

ABILITIES: Connoisseur, First Aid, Photography

HEIGHT: 6'2"

WEIGHT: 185 lbs

HAIR: BROWN

EYES: BROWN

SPEED: 2

FAME POINTS: 88

APPEARANCE: Sensational

HAND-TO-HAND DAMAGE CLASS: B

STAMINA: 28 hours

RUNNING/SWIMMING: 25 minutes

CARRYING: 151-210 pounds

HERO POINTS: 7

FIELDS OF EXPERIENCE: Chemistry, Cricket, Equestrian Arts, Football, Golf, International Law, Military Science, Political Science, Snow Skiing, Tennis, Wargaming

BACKGROUND: Michael was always well liked, a trend which started with his nanny. He quickly recognized the advantages to being on the good side of those who can affect you, at Harrow becoming a charmer of legendary proportions. It was a tribute to his skill and his genuine qualities that he was as well liked by his mates as by the

authorities. An athlete who bypassed the obvious temptation of being a star, he instead worked effectively as a team member, assuming the mantle of spiritual leader.

Attending Trinity College at Cambridge, Michael studied at many of the sciences, but it was military history that held the most interest for him. He volunteered for military duty upon completing his degree in chemistry. He became a member of the 3rd Commando in 1965, serving in Borneo during the time of Operation Claret. He stayed with the brigade until 1970, when he joined M.I.6. He served as an agent for six years, specializing in Asian operations.

Captain Roberts developed a reputation for being able to improvise all kinds of equipment in the field, and he submitted many well thought-out suggestions to Q Branch on how to increase the utility of their designs. In 1976, he resigned as an agent when two defectors under his supervision were killed by Soviet operatives. He was subsequently asked to join Q Branch as design advisor, and to conduct field tests of new equipment. There exist unconfirmed rumors that Roberts' resignation was simply a ploy to lower his profile, that he is still used on occasional missions. This rumor is supported by the fact the Michael Roberts is officially an employee of a civilian company which does budget analysis work for the government, a job that allows him to spend much of his time at Q Branch.

Captain Roberts' face is constructed of clean, sharp lines, accentuated by striking eyes. He is blessed with a face which never ages, a gift apparently shared by the rest of him. His grooming is immaculate, his tailor obviously intelligently employed. Roberts has a gentle, authoritative voice which seems always to embody truth, even when the listener knows Roberts is speaking rubbish. He moves with the assurance associated with a body that is always equal to the demands placed on it.

Captain Roberts is bemused by Elaine Turner's rebuffs of his advances. He has resolved to quit trying for the immediate future, believing in the value of an amorous ambush further down the line.

Equipment Design Notes



This section is intended for those ambitious GM's who wish to add new pieces of equipment to a Bond campaign, but are not yet comfortable with generating the game related values associated with those pieces of equipment. Within these guidelines are several rules of thumb used by the designer in helping to sort through the variables involved with assigning numbers.

One should be cautioned that the rules were not the only guidelines used by the designer. Certain types of equipment were evaluated with other criteria in mind, and a great deal of hairsplitting was involved.

Overall Rule

In cases of discrepancies between the description and performance of equipment in the accounts of the missions of James Bond and the description of equipment in more public sources, the Bond version is considered the more accurate. Q Branch sources have had the opportunity to review all recountings of the activities of 007 before they were made public, so it may be assumed those versions are more technically accurate.

Weapons

The archetypical weapon in the Bond world is the pistol. All other weapons are designed in terms of their similarities to or differences from the pistol. This leads to some peculiar number manipulation at the extremes of the weapons spectrum, but the system handles the middle ranges very well.

For the curious, the range of weapons effects has been contracted, for the purpose of the Bond game, in favor of the pistol. Pistols from .22 calibre to .32 calibre have little reliable stopping power; in the game (against a character with WIL 10) they have a stopping percentage of 38. An Uzi burst has a stopping power of better than 95 percent; against the WIL 10 character, the Uzi has a stopping power of 65 percent. Thus, there is a built-in bias for pistol-carrying agents involved in combat against more heavily armed foes. This is a trait which is desirable within the mythos of James Bond. Any new weapons incorporated into the game should keep this bias in mind.

Following are weapons' characteristics explanations and the guidelines for determining each one.

PM (Performance Modifier)

This number has two obvious effects on play: it increases the chance of hitting a target, which represents the accuracy of the weapon; and it increases the odds of doing significant damage, which represents a host of factors, including the muzzle energy of the weapon. Generally throughout the game, the PM is used to reflect the accuracy and handling advantages possessed by a particular weapon.

I recommend determining the PM of a weapon last. It has never been used to represent extreme accuracy, as in the case of the Number 4 rifle, or a combination of superior accuracy and stopping power greater than reflected by the weapon's Damage Class, as is the case of the Heckler and Koch VP-70z.

A point to note: all +1 PM's are not the same. They make more of a difference in stopping power when they are given to weapons with greater Damage Classes. Also, a PM bonus is worth more to characters whose Primary Chance is less than 20. This includes most armed opposition the characters will encounter. It is therefore not a good idea to give PM bonus weapons to Hoods unless you have played through some combat situations on your own; this will prevent what had been a balanced combat from becoming nothing more than a massacre of M.I.6 agents.

S/R (Shots per Round)

The number of shots per Round is pretty straightforward to determine. It is simply the sustained rate of fire for the weapon, factored down by approximately 20 percent. This gives a number which represents the number of shots a character could fire in almost any circumstance in a combat Round. For instance, a character could draw, whirl, and fire the indicated number of shots in a combat Round.

Ammo (Ammunition Capacity)

This number represents the number of rounds carried by the actual weapon.

DC (Damage Class)

Damage Classes for firearms can be determined from the following chart:

MUZZLE ENERGY (Foot Pounds)	DC
50-100	D
101-150	E
151-300	F
301-450	G
451-750	H
751-1250	I
1251-2000	J
2001-3000	K
3000+	L

Again, this is just a rule of thumb. Do not let the precision of the numbers force you into putting a weapon into a Class where it just does not belong. Game considerations put the Number 4 Rifle in DC I when, based strictly on muzzle energy, it belonged in DC J. This is a reasonable rule for establishing a hierarchy of firearms in the world of James Bond.

For weapons with automatic fire, use the following adjustments to DC ratings. Weapons that fire from five to 10 shots per Round should have their Damage Class adjusted upward by 3 when using automatic fire. Weapons that fire from 11 to 20 shots should do twice their single shot Damage Class. A weapon that fires more than 20 shots should do three times its single shot Damage Class.

Close (Close Range)

Close range is limited by the distance at which the weapon can place five rounds within a three-inch circle. A three-inch shot group is tight enough to guarantee a shot will land very near to the aiming point.

Long (Long Range)

The midpoint of the values given for Long Range is the point at which a five-shot group could be guaranteed to fall within a circle 12 inches in diameter. At this range, hitting any particular portion of a human target becomes questionable, especially if the target is moving or otherwise making it difficult to secure a point of aim.

Con (Concealment)

The Concealment rating was based more on the books, movies, and conversations with sources than on any hard facts. The unabashed rule of thumb is that pistols being carried by agents should be harder to spot than those normally carried by others. A weapon with a +2 rating is more than twice as easy to spot as one with a -2 rating.

Jam

The Jam ratings were based on statistics similar to those for the actual weapons. In general, revolvers jam less often than automatic loading pistols, which in turn jam less often than submachineguns or automatic rifles. Variation among weapons of a particular type make this less than a hard rule, however.

Draw

This is a logical characteristic which was determined more from needs of the game than from simulation of the real world. The game required an agent, when surprised by two guards with submachineguns, to be able to get off the first shots. The Draw characteristics were de-

signed accordingly. They have a tendency to follow real world weapons more faithfully for pistols than for other sorts of firearms.

Personally, I don't think the weapon exists that merits a +3 Draw rating. Should you find one, by all means add it to your campaign, but make sure your players use it rather than their opponents.

RL (Action Rounds to Reload)

The number of Action Rounds needed to reload was based on actual times for weapons, but standardized when possible to lessen the need to look up yet another weapon characteristic. Thus, automatic loading pistols take one Round to reload, automatic rifles and submachineguns require two Rounds, and revolvers take three Rounds.

It is true that tactical reload procedures can speed up the loading process of revolvers to five seconds or so to a reload, but only skilled personnel can achieve these speeds. If you wish to allow increased speed of reloading, only trained personnel such as M.I.6 agents should be allowed to reload revolvers in such a manner.

Cost

Costs were government procurement costs, or open market prices for the more unusual weapons. They were included simply as an aid to the GM, as M.I.6 might be reluctant to fulfill an agent's request for an expensive weapon or other piece of equipment.

Other Weapons

Grenades, bombs, missiles, anti-aircraft guns, and such were based on their effects in the movies (where such evidence could be found) or based on their real world characteristics and then reduced in their overall lethality by 10 to 25 percent. Modern weapons kill, but M.I.6 agents rarely die in James Bond's world, so modern weapons must kill less often.

Archaic Weapons

These weapons were based on movie exploits where possible, with reality filling in the gaps where movie evidence was lacking. While the individual effect of each weapon may differ from the effect of that weapon in the real world, the relative differences between the archaic weapons in the Bond world are generally valid in reality.

Vehicles

Design of vehicles is easier than designing weapons. There are fewer characteristics for vehicles, more of the characteristics are identical to those in the real world, and players — who are less likely to be terminated by vehicles than by weapons — are less likely to quibble over the numbers chosen.

As pistols are to weapons, cars are to the vehicles of James Bond. Where possible, cars were given the edge over other vehicles. How many helicopters have attempted to pursue Bond, only to end up in a billowing fireball? Part of the explanation must lie in the nature of vehicles in the Bond world.

PM (Performance Modifier)

For cars, the PM was a factor of acceleration, usually the vehicle's 0-60 mph time.

0-60 TIME (Seconds)	PM
Less than 8	+2
8.0 to 10.4	+1
10.5 to 12.4	0
12.5 to 14.4	-1
14.5 or more	-2

Also factored into the Performance Modifier is the vehicle's cornering ability, or lateral acceleration. A lateral acceleration of .85g or greater would usually increase the PM by one, while lateral acceleration of .7g or less was cause to lower to PM by one. For game reasons, the maximum PM was determined to be +3, while the minimum PM was established at -2. Vehicles designed by the GM should fall in this range unless there exists an extremely compelling reason to do otherwise.

Special consideration might be given to a specific vehicle for a specific maneuver in the Chase Sequence. An example is the bonus given to the Kawasaki GPz-750 when the operator is performing a Change Direction maneuver; perhaps a character flying a Sopwith Camel would be given a +1 PM for making a Change Direction maneuver when turning right (due to the rotary engine). The effects are up to the GM's interpretation of available facts.

The PM for aircraft were based on low speed maneuverability, a measure of their ability to chase ground vehicles. Low stall speed, a high thrust to weight ratio (one pound of thrust per pound of aircraft is worth a +2 PM, two pounds of thrust for each three pounds of weight is worth +1 PM), or a wing-loading of less than 300 kilograms per square meter should merit a positive Performance Modifier. For rotary winged aircraft, a rough guide is the horsepower to weight ratio, given for the aircraft weight in pounds. A ratio of 0.2 is indicative of a 0 PM, while 0.35 is worth a +1 PM, and 0.6 or better yields a Performance Modifier of +2. For fixed-wing aircraft piston driven aircraft, use wing-loading and the horsepower to weight ratio.

If all this looks to be too much work, use the analog method. Find the closest equivalents to your vehicle in this book and go from there. Your players are not likely to notice.

Red (Redline)

Cars seem to suffer fewer incidents of spontaneous destruction than either boats or aircraft, at least in the James Bond mythos. This is the reason for land vehicles having a standard Redline of 5, while aircraft and water vehicles have a standard Redline of 6. The Redline characteristic was kept intentionally high in order to force Safety rolls, excepting for those vehicles almost always operated by M.I.6 agents.

The Redline is a measure of how hard a vehicle can be pushed before it becomes unreliable. The following observations are meant to help a GM assign an appropriate Redline.

Ground Vehicles. If the maximum speed of a vehicle is from 100-125, lower the redline by one; if the maximum speed is from 126-150, lower it by two. This reduction is due to the fact that cars capable of high speeds are generally capable of being driven at high speeds, and that a car meant to do 160 mph is less likely to disintegrate while doing 90 mph than is granny's 35 horsepower sub-compact.

If a car has a reputation for mechanical excellence, subtract one from its Redline. If the car is of questionable mechanical quality, it is appropriate to add one to the vehicle's Redline. If the vehicle hovers on the line between two Performance Modifiers, maintain the lower PM rating but lower the Redline by one.

Other Vehicles. Military vehicles will have lower Redlines than commercial vehicles, as they are supposed to be designed for greater stress. Lower the Redline of

such vehicles by one. Helicopters are designed for the sort of flying involved in a ground Chase. Consequently, their Redlines should be lowered by one.

Ability to maneuver is important. Thus, boats with two or more engines that can turn faster by reversing one engine — or hydrofoils which are jet-propelled — are maneuverable enough to lower the Redline by one. If the GM sees vehicle characteristics which affect one or several of the maneuver choices in a Chase, he may lower the vehicle's Redline by one.

Crus and Max (Cruising Speed and Maximum Speed)

These speeds are as for the real world speeds of the actual vehicles.

Rge (Range)

The Range rating is a somewhat conservative estimate of a vehicle's actual range, unless the vehicle is quite exotic but short ranged, in which case the most favorable real world estimate is used.

Fce (Force)

Essentially, the Force characteristic is equal to the square root of the number of Structure Points the vehicle has. The square root was chosen because it favors smaller vehicles in a Force situation. Thus, the Aston Martin DB-V has a higher chance of Forcing an Aero Astro in the game than it probably would in reality. As most of the truly large vehicles will be handled by the villains of the story, this is another small edge given to the characters.

Should the GM feel it appropriate, a variation of +1 or -1 may be added to the Force rating as calculated from the Structure Points, depending on the sort of vehicle in consideration. Any greater variation from the calculated Force rating is not recommended.

Str (Structure Points)

Structure Points perform two purposes in the game: they indicate the ruggedness of the vehicle in question, and they give a feeling of the vehicle's mass. Each 500 pounds of structure weight is worth one Structure Point. Additionally, the following coefficients are applied to various vehicle types: 1.0 for a land vehicle; 0.75 for a water vehicle; 0.5 for an air vehicle. The coefficients are crude measures of a vehicle's ability to survive a collision with another vehicle (as in a Force Maneuver). A GM will doubtlessly find facts to modify the coefficient of a given vehicle.

Cost

The cost is the real world cost of the actual vehicle.

Vehicle Modifications

The game effects of each modification must be drawn from the effect the vehicle has in the movie, book, or other source. Determining Structure Point requirements can be aided by a rule of thumb stating that a vehicle can support only about 20 percent of its weight in modifications. Thus, a 100-pound modification would require 500 pounds of support, or one Structure Point. Other considerations, such as a light but bulky piece of equipment, might increase the Structure Point cost.

Items

Two basic classes of items exist in the game: those that enhance skills, and those that operate independent of the skill of their users. I have attempted to create fewer of the latter type than might seem logical. Thus, drugs aid in Torture attempts rather than simply yielding a Base Chance for the victim telling the truth. This makes an item a character-dependent tool, with the emphasis remaining on the character and on the skill being used. This reduces the chances of a character becoming a tool rack rather than a heroic figure.

I would suggest to GM's that they follow this approach to maintain the superiority of highly skilled characters (including the GM's cherished Major Villains) rather than create "equalizers" that work equally well in the hands of the dullest thug or the most sophisticated "00" agent.

Characters of moderate skill were assumed when developing the items. Skill level plus the relevant characteristics were to sum to 15. Thus an item with an EF 7 attached to it is assumed to almost always work in the hands of a competent person. As an EF 5 is considered average, items granting a +2 EF modifier are assumed to grant the same level of success as an EF 7 device.

If, when reading about such devices, phrases such as "usually performed well" or "can often do the task" appear, then perhaps the device should be operated at an EF 5. Phrases such as "in the hands of experts, the item can..." indicate that the item in question should be considered to operate at EF 4 or even EF 3.

The guidelines are just that: guidelines. On a scale of 1 to 10 (with 10 representing immutable law), these guidelines are intended to be approached as a 2. The hope is that these suggestions will make creating new pieces of equipment a task that is not at odds with preserving the game balance of the current equipment.

APPENDIX A: Attribute Abbreviations

Weapons Attributes

na. Not applicable.

PM: Performance Modifier

The Ease Factor modifier when the weapon is fired.

S/R: Shots per Round

The maximum number of bullets which can be fired within one Action Round. Where two numbers are listed for a weapon, the first is used when it is firing single shots, and the second when firing automatic bursts. Unless otherwise noted, when using an automatic weapon, only one trigger pull is allowed per Round. If an automatic weapon is not rated for single shots, it cannot be used that way.

AMMO: Ammunition

The number of bullets in one complete load of a weapon. Once a character has fired this number of bullets, he must reload the weapon.

DC: Damage Class

The stopping power for that weapon. The higher the letter in the alphabet, the more powerful the projectile. Some weapons have two Damage Classes: the letter in the first listing is the Damage Class for these weapons when they fire single shots or use spray fire in automatic mode, and the letter in the second line is the Damage Class when these weapons use automatic fire at a single target. For Hand-to-Hand Weapons, there is no Damage Class letter; rather the numbers listed improve the character's Damage Class in Hand-to-Hand Combat by the number of classes indicated.

CLOSE: Close Range

The numbers on this chart are given in inches for resolving fire on gridded graph paper (multiply by 10 to find the distances in feet). A weapon fired at Close range receives a positive Ease Factor modifier and its Damage Class is improved by one Class.

LONG: Long Range

The ranges are also given in inches for ease of play (multiply by 10 to find the distances in feet). A weapon fired at Long range receives a negative Ease Factor modifier and its Damage Class is lowered by one Class. The range between Long and Close is neutral; there is no modification to the Ease Factor.

CON: Concealment

Determines how easily a weapon can be concealed from an observer. The number listed is the Ease Factor modifier applied to any Perception roll made by a character who is trying to notice if another character is carrying this weapon. Since the modifier is applied to the character making the Perception attempt, a negative modifier benefits the wearer, while a positive modifier benefits the perceiver.

JAM: Jam Rating

Determines if a projectile weapon jams when it is fired. If a D100 roll falls within the indicated Jam rating, the weapon is jammed and may not be fired until the weapon is cleared. To unjam the weapon, the character must make an Ease Factor 5 Fire Combat roll; this roll is made at the beginning of each Action Round before the Declarations. A Jam supersedes any QR result.

DRAW: Draw Adjustment

The number listed is applied to the die roll during a "draw" situation. A positive Draw adjustment improves the chance of shooting first, and a negative adjustment lessens the chance.

RL: Reload

Indicates the number of Action Rounds it takes a character to reload the weapon.

COST: Cost

The expense in Pounds sterling that a character would have to spend if he had to buy the weapon while on a mission. This price has nothing to do with Experience Point costs for borrowing weapons from Q.

Vehicle Attributes

PM: Performance Modifier

This number is applied to the Ease Factor when attempting maneuvers and when making the Safety roll for mishaps.

RED: Redline

Represents the vehicle's ability to sustain continuous high performance operation. It is the lowest Ease Factor that may be bid by the operator without incurring an automatic mishap roll. When the operator bids lower than the Redline, he must automatically make a mishap roll at the end of the Action Round in addition to any other mishap roll.

CRUS: Cruising Speed

The vehicle's cruising speed in miles per hour.

MAX: Maximum Speed

The vehicle's maximum speed in miles per hour.

RGE: Range

Indicates the average range in statute miles the vehicle may travel on one full load of gas. This attribute is important only if the character operating the vehicle is outside a city or other location where gas is plentiful.

FCE: Force Rating

Indicates the vehicle's overall mass and applies to situations where the vehicle is trying a Force maneuver on another vehicle or suffers a Force maneuver. The number is applied to the Ease Factor for the Force maneuver. If the vehicle is doing the Forcing, the modifier is added to the Ease Factor; if the vehicle is being Forced, the number is subtracted. No Ease Factor can be above 10 or below ½.

STR: Structure Points

Used to determine the number of modifications that can be added to the vehicle. Each modification requires a certain number of Structure Points; a vehicle can have a number of additional modifications equal to its number of Structure Points.

COST: Cost

The amount in pounds sterling a character would spend if purchasing the vehicle in the course of an adventure. This cost does not apply to Experience Points used to borrow equipment from Q. **k:** Thousands (Pounds). **m:** Millions (Pounds).

APPENDIX B: Weapons Attributes Summary

PISTOLS	PM	S/R	AMMO	DC	CLOSE	LONG	CON	JAM	DRAW	RL	COST	PAGE
Beretta .25	0	2	6	E	0-2	8-12	-4	98-99	0	1	100	3
Browning High Power 1935	0	3	13	G	0-3	13-19	0	99	0	1	200	4
Browning 9mm	0	3	6	F	0-3	8-18	-2	99	+1	1	200	4
Colt Cobra .38	0	2	6	D	0-2	8-12	-2	99	0	3	140	5
Colt Model 45/Model M1911A1	0	2	7	F	0-4	12-18	+1	99	0	1	225	5
Colt Pocket .25 Automatic	0	2	6	D	0-2	7-11	-4	97-99	+1	1	175	6
Colt Python	0	1	6	H	0-3	13-19	+2	99	-1	3	150	6
Golden Gun	+2	1	1	G	0-6	30-45	+1	99	0	2	na	7
Heckler and Koch VP-70z ¹	+1	3	18	F	0-4	12-20	-1	99	+1	1	275	7
		6		I	0-10	30-50	+3		-1			
Llama .32 Sunglasses	0	2	2	E	0-3	9-13	na	99	0	3	300	8
Luger Parabellum PO8	0	2	8	F	0-4	12-18	0	99	0	2	150	8
MBA Gyrojet Rocket Pistol	-3	1	5	I	0-5	15-25	+3	96-99	-2	2	600	9
Marakov 9mm Pistol	0	2	8	F	0-3	10-18	0	99	0	1	150	9
Olin Flarepistol	-1	1	1	I	0-5	50-70	+2	98-99	-1	2	180	10
Q Branch Multi-Calibre Pistol	0	2	7	E	0-3	8-16	-1	98-99	0	1	?	10
Ruger Super Blackhawk .44 Magnum	0	1	6	I	0-4	12-18	+2	98-99	-1	3	150	11
Ruger T-512	+2	3	10	D	0-8	30-50	+1	99	0	2	120	11
SIG-Sauer P230	0	3	7	F	0-5	14-24	-1	99	0	1	225	12
Smith & Wesson Model 42 Centennial Airweight	0	2	5	F	0-3	8-18	-1	99	+1	2	250	12
Smith & Wesson .38 Model 10	0	2	6	F	0-4	12-20	+1	na	0	3	80	12
Taisho 14	+1	2	8	E	0-3	11-17	+1	99	-1	1	150	13
Tula-Tokarev 1930	-1	2	8	G	0-3	7-20	0	98-99	0	2	150	13
Walther P-38 and P-38K ²	0	2	8	G	0-5	12-22	0	99	0	1	275	14
	0	2	8	F	0-3	8-16	-2	99	+1	1	275	14
Walther PPK	+1	2	7	E	0-3	12-18	-2	98-99	+1	1	150	14

**RIFLES, SUBMACHINEGUNS,
SHOTGUNS**

	PM	S/R	AMMO	DC	CLOSE	LONG	CON	JAM	DRAW	RL	COST	PAGE
AKM ¹	+1 0	2 10	30	I L	0-20	50-90	na	97-99	-3	2	600	15
AK-47 ¹	0	2 10	30	I L	0-20	50-90	na	97-99	-3	2	800	15
AR-7 Survival Rifle	+1	2	8	E	0-20	50-100	+3	99	-2	2	200	16
Benelli Model 121 M1 Shotgun	+1	2	8	H	0-9	25-45	na	99	-3	5	250	16
British Number 4 Rifle	+2	½	10	I	0-50	120-200	na	99	-4	2	275	16
Greener Light Harpoon Gun	0	1	1	K	0-6	35-55	na	99	-3	4	450	17
Heckler and Koch G-11 ³ Sniper Rifle	+1 +3	2 6	50	G J(G)	0-25	60-100	na	99	-3	4	1800	17
Heckler and Koch MP5 ⁴ Submachinegun	0	6	30	I(F)	0-12	45-70	+3	99	-2	1	275	18
Heckler and Koch 53 ⁴ Submachinegun	0	8	40	K(H)	0-15	60-100	+5	98-99	-2	2	225	18
Holland and Holland Royal Double Rifle	0	1	2	L	0-40	150-250	na	99	-4	1	11000	19
Ingram M10 and M11 ⁵ Submachineguns	0	10	30	I(G/F)	0-6	25-50	+2	95-99	-1	2	100	19
M-16 ¹	0	2 10	30	I L	0-15	40-70	na	95-99	-3	2	150	20
PPSh41g Submachinegun ¹	0	2 7	35	G J	0-9	50-75	na	96-99	-2	3	200	20
Uzi ¹	0	2 8	32	F I	0-10	40-60	+5	96-99	-2	2	200	21

**MISCELLANEOUS MODERN
WEAPONS**

	PM	RANGE	SPEED	DC	PAGE							
Air-to-Air Missile	+2	3000	600	K	21							
Blowpipe Air Defense Missile	0	1600	120	L	22							
	PM	S/R	AMMO	DC	CLOSE	LONG	CON	JAM	DRAW	RL	COST	PAGE
Bofors Anti-Aircraft Gun	0	6	400	K	0-250	600-1000	na	98-99	-6	na	85000	22
Choate Plastic Letter Opener	0	na	na	+1	na	na	-5	na	+1	na	25	23
Heavy Speargun	0	1	1	G	0-4	10-18	na	99	-2	3	175	26
LPO-50 Flamethrower	+1	1	1	J	0-8	16-24	na	98-99	-5	5	550	26
M-2 .50 Calibre Browning ⁶ Machinegun	0	25	200	3×L	0-200	500-700	na	98-99 92-99	-5	2	2700	27
NATO Push Button Knife	0	na	na	+1	na	na	-5	na	+1	na	25	28
Sykes-Fairbairn Commando Knife	+1	na	na	+1	na	na	-4	na	+1	na	35	28
1.75-Inch Free Flight Rockets	-2	na	na	I	0-50	150-300	na	99	0	na	60	29
7.62mm L7A2 GPMG ⁷	+1	20	100	3×J	0-100	250-400	na	98-99	-4	2	2000	29

ARCHAIC WEAPONS

	PM	S/R	AMMO	DC	CLOSE	LONG	CON	JAM	DRAW	RL	COST	PAGE
Bagh Nakh	0	na	na	+1	na	na	-3	na	0	na	na	37
Blunderbuss	0	1	1	F	0-3	7-14	na	92-99	-3	10	na	42
Bolas	0	1	na	+1	na	na	+1	na	-1	na	na	35
British "Brown Bess" Musket	0	1	1	G	0-5	20-45	na	94-99	-4	7	na	42
Chakram	0	1	na	+1	na	na	-2	na	-1	na	na	35
Cho-No-Ku	0	2	12	D	0-5	10-20	na	96-99	-3	2	na	40
Claymore/Broadsword ⁸	0	na	na	+4 +3	na	na	na	na	-2 -1	na	na	38
Crossbow	0	1	1	H	0-5	15-25	na	99	-4	3	na	41
English Flintlock Duelling Pistol	-1	1	1	F	0-2	6-12	+2	93-99	-2	7	na	42
Japanese Swords ⁹	0	na	na	+4 +3 +2	na	na	na	na	-3 -1 0	na	na	38
Katar	0	na	na	+2	na	na	-2	na	0	na	na	34
Longbow	0	½	1	E	0-10	25-50	na	na	-4	1	na	41
Mace	0	na	na	+3	na	na	na	na	-2	na	na	39
Mongwanga	+1	1	na	+2	na	na	na	na	-1	na	na	36
Nunchaku	0	na	na	+2	na	na	+2	na	0	na	na	40
Quarterstaff	0	na	na	+2	na	na	na	na	-1	na	na	40
Rapier/Smallsword	0	na	na	+2	na	na	na	na	0	na	na	39
Shuriken	0	3	na	+1	na	na	-5	na	+1	na	na	36
Skean Dhu	0	na	na	+1	na	na	-5	na	+1	na	na	34
Stiletto	0	na	na	+1	na	na	-4	na	+1	na	na	35
War Boomerang	0	1	na	+1	na	na	na	na	0	na	na	37

NOTES

1. First line applies to single shot rate; second line applies to burst fire rate.
2. First line applies to P-38; second line applies to P-38K.
3. First line applies to single shot rate; second line applies to burst fire rate; third line applies to full automatic rate. Parenthesized Damage Classes apply to Spray Fire.
4. Parenthesized Damage Class applies to Spray Fire.
5. Parenthesized Damage Classes apply to Spray Fire for M10/M11, respectively.
6. Damage Class 3×L indicates that one wound from the .50 Calibre Browning will inflict three wounds of specified level when weapon is fired at one individual. First Jam Value applies to the water-cooled version; second value is for air-cooled version.
7. Damage Class 3×J indicates that one wound from the L7A2 will inflict three wounds of specified level when weapon is fired at one individual.
8. First line applies to Claymore; second line applies to the Broadsword.
9. First line applies to the No-Dachi; second line applies to the Tachi and Katana; third line applies to the Tanto and Wakishasi.

APPENDIX C: Vehicles Attributes Summary

LAND VEHICLES	PM	RED	CRUS	MAX	RGE	FCE	STR	COST	PAGE
1974 AMC Javelin	0	4	60	120	225	2	6	4200	43
Aston Martin DB-III	+1	4	80	130	180	3	7	28000	43
Aston Martin DV-V	+2	2	100	160	180	3	9	44000	44
Aston Martin Lagonda	+1	2	80	140	400	3	9	92000	46
Audi Quattro	+1	3	60	130	430	1	5	20600	46
Austin-Healy 100S ¹	+1	4	60	120	220	2	5	2200 20500	46
BMW 633 CSi	+1	3	70	120	300	2	7	23000	47
Mark II Continental Bentley	+2	5	70	130	200	3	8	28700	47
Cadillac Seville	0	5	60	110	340	3	8	12600	47
Chevrolet Corvette	+2	4	100	140	375	2	6	15700	48
Chevrolet Caprice Classic	0	5	60	120	375	3	8	5800	48
Chevrolet Van	-1	5	50	95	300	3	9	5500	49
Datsun 280ZX and 280ZX Turbo ²	+2	3	70	130	400	2	6	10500	49
	+1	4	60	130	400	2	6	10000	
Ferrari 308GTBi/308GTSi	+2	3	85	140	190	2	6	32000	50
Ferrari Mondial 8	+1	4	60	120	250	2	7	38250	50
Ferrari 365 GT4C Daytona	+2	2	100	174	200	2	7	45000	50
Ferrari 512 Berlinetta Boxer	+2	2	130	190	200	3	8	73500	51
Fiat X1/9	0	5	60	110	350	2	4	6850	51
Fiat Spider 2000 Turbo	+1	4	60	125	300	2	4	7250	52
Ford Escort/Mercury Lynx	-1	5	50	95	300	2	4	3300	52
Ford Mustang GT 5.0	+1	3	60	130	260	2	6	5700	52
Ford Shelby Cobra 427	+3	3	120	170	190	3	9	45000	53
Ford Shelby GT 350	+2	3	60	130	220	2	5	19500	53
Ford 1955 Thunderbird	+1	4	60	110	250	2	6	24700	53
GMC Aero Astro	-2	4	60	90	2000	9	80	70000	64
GMC Top Kick	-1	5	40	90	600	6	30	44400	64
Honda ATC250R	+1	5	40	80	225	0	1	1100	65
Honda Accord	-1	5	50	90	475	2	4	4900	54
Honda GL1100 Aspencade	+1	4	60	154	250	0	2	4550	65
Honda Prelude ³	+1	5	60	120	450	2	4	8250	54
	0	5	60	100	450	2	4	4750	
Jaguar XJ-S HE	+2	4	70	140	325	3	7	19500	55
Jaguar XJ6 Series III ⁴	+1	5	60	110	475	3	8	18000 19500	55
1955 Jaguar XK-140-MC	+1	2	60	130	200	3	7	20000	55
Kawasaki GPz-750	+1	4	60	130	200	0	2	2000	66
Lamborghini Countach	+2	1	110	192	310	2	6	69000	56
Lancia Zagato	0	4	60	115	240	2	5	38200	56
Lotus Esprit	+1	3	95	140	220	2	5	22000	56
M113A1 Armored Personnel Carrier	-1	5	20	42	300	9	60	81200	66
Maserati Biturbo	+2	2	80	160	250	2	6	17500	57
Mazda RX-7	+1	4	60	120	320	2	4	5700	57
Mercedes 240D	-1	5	60	100	475	2	6	13200	58
Mercedes 300SL	+2	3	60	140	375	2	6	55000	58
Mercedes 380SEL	+1	5	60	110	450	3	7	28000	58
1977 Mercury Capri	+1	4	60	120	320	2	6	3100	59

LAND VEHICLES (Continued)

	PM	RED	CRUS	MAX	RGE	FCE	STR	COST	PAGE
Peugeot 505S Silver Edition	-1	4	60	95	500	2	6	8800	59
Polaris Indy 600 Snowmobile	+1	4	40	100	100	0	2	2500	66
Police Cars ⁵	0	-1	0	+10	0	+1	+2	+2500	59
Pontiac 600 STE	0	4	60	120	360	2	6	9225	60
Porsche 911 SC Cabriolet	+2	3	60	135	450	2	5	22500	60
Porsche 928 S	+2	3	100	146	360	2	7	25300	60
Porsche 944	+1	4	60	120	360	2	5	11500	61
Renault Alliance	-1	5	50	90	460	2	4	3300	61
Renault Fuego Turbo	+1	5	60	110	400	2	4	5100	61
Renault 18i	0	5	50	100	400	2	5	4900	62
Rolls Royce Silver Spirit	0	4	60	120	250	3	9	65000	62
Toyota Celica GT-S	0	5	60	110	450	2	5	5200	62
Volkswagen Beetle	-2	5	50	90	280	2	4	1600	63
Volkswagen Rabbit GTI	+1	4	50	110	300	2	4	4700	63

AIR VEHICLES

	PM	RED	CRUS	MAX	RGE	FCE	STR	COST	PAGE
Aerospatiale SA 315B Lama	+1	5	75	130	320	2	5	600k	72
Airbus A310	+2	4	260	310	900	0	3	745k	67
Hughes AH-64 Apache	+1	2	120	192	380	4	17	4.5m	73
Beech T-34 Mentor	0	4	160	210	740	1	3	405k	70
Beechcraft Model 18 Super H18	0	4	180	260	1530	3	8	148k	70
Bede Acrostar	0	6	560	600	2850	11	100	8.1m	67
Bell AB47G	0	5	60	105	210	1	3	325k	73
Bell Model 206L TexasRanger	+1	4	120	130	380	1	4	500k	73
Gates Learjet 24 Series	0	5	500	560	1700	3	7	800k	68
Gates Learjet Longhorn (Model 54)	+1	5	480	540	2424	4	13	1.1m	68
Grumman Hu-16 Albatross	0	5	210	280	1459	6	28	13.3m	71
Jet Platform	0	4	40	90	160	0	1	38500	75
Lockheed C-141B Starlifter	0	6	550	600	4100	16	230	6.9m	69
Lockheed SR-71A	+2	1	1200	2200	3000	14	170	18.0m	69
Lockheed U-2R	0	5	500	550	4000	5	20	15.5m	69
Minty Skyhook	0	5	70	100	140	0	1	6500	74
Piper Cub	-1	6	70	100	200	0	2	6700	71
Rocket Belt	0	5	45	60	15	0	na	3750	76
Scorpion Helicopter	+1	6	60	100	225	0	2	55330	74
Wallis WA-116 Agile Autogyro	+1	4	70	115	140	0	1	23500	75

WATER VEHICLES	PM	RED	CRUS	MAX	RGE	FCE	STR	COST	PAGE
Alligator Submarine	0	6	8	20	50	1	3	64800	80
Boeing Jet-Foil 929-115	+1	5	50	70	400	42	460	1.8m	76
Chris-Craft 312SL Stinger	+1	5	20	50	450	3	7	34000	77
Classic Seventy Comorant	0	5	10	18	4000	13	170	370k	77
Cobalt CM-9	0	4	20	45	120	2	4	8000	78
Dynafoil Mark 1	0	5	25	40	65	0	1	1200	78
Glastron Carlson Scimitar	+2	4	30	60	175	2	4	19900	79
J.I.M. Diving Suit	0	na	na	na	na	0	1	17500	81
Mantis Attack Submarine	0	5	10	15	60	3	8	65600	81
Naviplane N 500	0	6	60	90	300	30	900	3.0m	79
Neptune Mini-Submarine	0	5	10	15	75	4	10	70200	81
Riva 2000	+1	4	35	60	600	6	30	95000	80
Underwater Sled	0	5	3	10	25	0	1	1300	82

Notes

1. First cost is for 1955; the second cost is the current cost. Both are expressed in current Pounds.
2. First line applies to the 280ZX Turbo; second line applies to the 280ZX.
3. First line applies to the 1983 Prelude; second line applies to the earlier model.
4. First line applies to the standard XJ6; second line applies to the Vanden Plas.
5. Police car attributes are modifiers applied to standard models that are used as police vehicles.

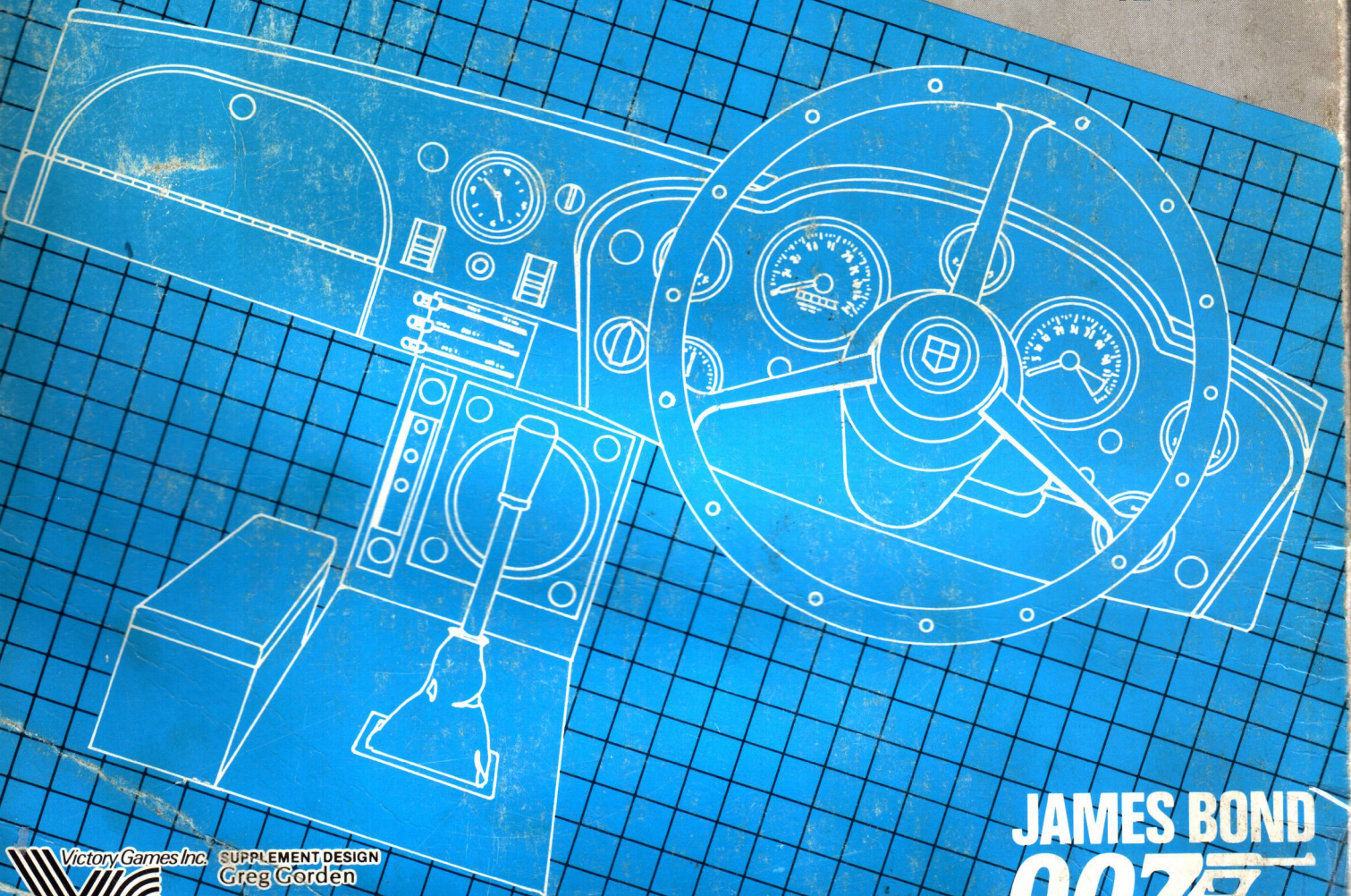
Q MANUAL

The *Q Manual* provides players with the weapons and equipment used in the James Bond movie series, plus many additional items that may be employed during the course of a mission. Simple mechanics allow these items to be easily incorporated into the *James Bond 007 Role Playing Game*.

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**For Ages
12 to Adult**



SUPPLEMENT DESIGN
Greg Gorden

GAME SYSTEM DESIGN
Gerry Klug

VICTORY GAMES, INC., New York, NY 10001

JAMES BOND
007

#35001