

**Gamesmaster
Supplement**

Enter the Victory Games World of

JAMES BOND 007



Role Playing
In Her Majesty's
Secret Service

FOR YOUR INFORMATION



VICTORY GAMES, INC.
New York, NY 10001

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For play with the
James Bond 007 Game

For Ages 12 to Adult

HER MAJESTY'S SECRET SERVICE



MI.6

MINISTRY OF INTELLIGENCE DEPARTMENT 6

WARNING

RECEIVING THIS LETTER AUTOMATICALLY MAKES YOU LIABLE TO THE OFFICIAL SECRETS ACT

HER MAJESTY'S SECRET SERVICE



M.I.6

MINISTRY OF INTELLIGENCE DEPARTMENT 6

SUBJECT:

Age:

Height:

Weight:

BACKGROUND:

COMMENTS:

NPC Cards

This sheet is part of the *For Your Information Gamesmaster Supplement*, for the *James Bond 007* Game.

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CREATED AND PUBLISHED BY VICTORY GAMES, INC.

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Introduction



The *For Your Information* supplement is designed for a Gamesmaster of the *James Bond 007* Role Playing Game. It contains new rules, additional NPCs and Thrilling Cities, and advice — all intended to enhance playability, add enjoyment, and aid you with additional information while you GM. To those of you who have written in and told us what you liked and disliked, thank you. Your input has been invaluable in compiling this supplement. To those who thought about writing but have not, we encourage you to do so sometime in the future.

Now that the game has been out for some time, I would like to take the opportunity to include some game-play notes, allowing me to say in plain English exactly what I meant and intended by some of the rules and systems. These type of notes are often included with other adventure games but rarely in role playing games, where, because of the large amount of rules, they are needed the most. So, I will try to explain the intent behind the game systems.

CHARACTER CREATION

It was decided early on that, while most non-role players who bought the game would want to play James Bond or Anya Amasova, experienced players would prefer to create their own secret agents. Thus, in some respects, Character Creation is an optional rules section. Also, since the process is, at first, rather long (taking on the average of two hours for the beginner, while eventually being shortened to about a half hour for the veteran), this alone would tend to turn off the first-time player. It is strongly suggested when playing with first-time gamers to let them play one of the pregenerated characters to avoid this problem.

The point allocation method of determining characteristics, skills and Skill Levels was used because I was always frustrated by other role playing

Character Generation systems that used innumerable dice rolls to tell me all about this person I was creating and left me wondering at the end exactly who this randomized individual was. Randomized methods are sometimes quicker, and for those who prefer this system, I am in the process of designing one which will appear in the new Avalon Hill's magazine, *Heroes* (other articles on the *James Bond 007* Game will also be featured in the magazine).

If Fields of Experience are being used, any Generation Points a character receives due to years spent in his profession may be spent only on already-purchased skills. The skills must also be listed among those eligible under his profession.

SKILLS

Here is a list of what I consider the most valuable skills for a character to possess, and to have high Skill Levels in: Fire Combat, Hand-to-Hand Combat, Charisma, Seduction and Sixth Sense (which I consider invaluable). The importance of the rest of the skills will usually depend on the kind of adventures run by a GM.

Driving was given free to each character because most testers felt it was the one skill that would have been learned no matter what the character's background. Charisma was also given free to be true to the James Bond mythos.

ABILITIES

Abilities were areas of expertise I felt each character should have to accurately simulate the genre, but they were also things testers were unwilling to spend Experience Points to acquire. So, they were worked into the game as they stand. First Aid is an important edge the Player Characters have after combat, since most evil NPCs will not have it. This ability allows the Player Characters a little "bounce-

back" capacity, and players should never be prevented from having an opportunity to use it.

COMBAT AND CHASES

Some beginning players are inundated with the number of choices for each of these situations (what can be done with a Specific Shot, what each maneuver can accomplish, and so on). There are two methods you can use to help the players. The first is to list all the options for them each time they have to make a choice, reminding them of all they need to know about each option. Once the players become more familiar with the game, they will be able to decide for themselves. The second is to ask them pointblank, "What exactly do you want to do?" It is helpful to remind them of options Bond has chosen in similar situations in the movies. After you have heard what the players want their characters to do, you can "translate" it into a specific game action in your own head, telling the players what the generic chase or combat action game term is only if they ask. Thus, you are making the game "user-friendly" to the players, since you are taking the burden of remembering the rules off their shoulders. It is recommended that you help them like this whenever you can.

INTERACTION

Several instances have been brought to our attention in which Persuasion has been misused. Examples of such misuse are trying to Persuade an enemy to become friendly during the course of Fire Combat, or attempting to Persuade a Soviet agent to defect during a meeting.

The first example cannot possibly work. A Persuasion attempt, using the Charisma skill, has a Base Time of 10 minutes, which is much longer than a normal firefight. Thus, the exchange of fire would be over long before the verbal exchange could finish. Even with a Quality Rating 1 result on the Persuasion attempt, the time would be 2½ minutes — approximately 30-50 Action Rounds! The idea of attempting to be charming and charismatic above the sound of gunfire is farfetched to say the least.

The second example will not work because it is an attempt to totally change a person's chosen ideology in 10 minutes. It is possible that a Quality Rating 1 result might plant some doubt in the enemy agent's mind, but to convince him to defect (or something equally life-altering) would require at least 10 successful Persuasion attempts spread over some time. While characters should be encouraged to use Persuasion creatively, they should also be advised to use it realistically.

FAME

The Fame system was designed to perform two specific functions within the structure of the game. First, it gives the characters a mechanism by which they are able to recognize, without ever having actually met, their nemesis. Second, it penalizes the char-

acters (by increasing the chance for their nemesis to recognize them in the same circumstance) for being too visible and obvious in their actions. These functions are both very important to the overall flavor of the game, and Fame rolls should take place as often as you or the players desire.

HERO POINTS

Newly created characters are at a distinct disadvantage since they will have no Hero Points accumulated when the adventure begins. If their initial encounter on their first mission is a combat, they will stand a good chance of being Incapacitated or Killed, with no safety net of Hero Points available to them. To prevent such disasters from occurring, there are two methods that can be used to help new characters. One is to run a relatively danger-less teaser before the actual mission begins, filled with dice-rolling situations (similar to the pre-title sequences in the movies). The second is to have the first half-dozen encounters and situations the characters are in be interpersonal in nature, allowing them some time and dice rolls to build up Hero Points. In either case, placing the characters in relatively harmless situations (Gambling, Seduction, and the like) at the beginning of an adventure encourages the players to roll dice often, and is a good way to insure the longevity of your players' characters.

EXPERIENCE POINTS

Much time and effort were put into balancing the Experience Point expenditures for Characteristic Values as opposed to Skill Levels. The diversity of the Primary Chance formulas for the skills ensures that no particular characteristic is better than another. The ratio of 5-to-1 for the cost of increasing a Characteristic Value as compared to a Skill Level ensures that there is no extra cost-effectiveness in raising one over the other. Any tinkering you or your players do with these costs and ratios will violate this balance.

Whenever your characters ask Q for equipment beyond what you have allotted for their mission, they will have to Persuade Q and then, if they are successful, they will have to spend Experience Points. Any equipment listed on page 79 as Standard Issue Equipment may *always* be obtained from Q without Persuasion and without spending Experience Points. The guidelines for the Experience Point cost for equipment on page 78 should be altered as you see fit, depending on the individual item.

CHARACTER RECORD

There is an error on the Character Record printed in the Basic Game book on pages 21 and 160. The Primary Chance formula listed for Charisma is incorrect, but only on the record. It is correctly listed on page 31 and also on the GM Screen; the correct formula is $WIL + \text{Skill Level}$, not $[(WIL + INT)/2] + \text{Skill Level}$.

Gerry Klug

Preparing Characters For a Mission



You may have discovered while running a mission that your players, once they have finished their briefing with M, immediately have their characters leap into action, blasting off in their cars to foil the enemy. Only when they are deep into action do they suddenly realize they have not brought the right equipment, do not understand exactly what their mission is, or have forgotten to plan their escape once their mission is accomplished. In short, they have not planned out their mission in its entirety.

You can tell by that "Oh, mercy, what do I do now?" look on their faces that they have gotten their characters in deep water and have no idea what to do next. You may find this situation arising frequently with newcomers to role playing games or with veterans of other role playing genres who bring mistaken assumptions to the *James Bond 007* Game.

This chapter is intended to help you help the players in preparing their characters for a mission. It can only offer guidelines, however, since each mission will have its own special quirks and will require the players to ask questions related to its specific purpose.

Acting as M and as Guide

As a GM you will be playing two different roles at the beginning of a mission. In the Briefing to the Players, you will be acting as M (or as another official of M.I.6), assigning the mission to the characters. Once the briefing is concluded, you will then act as a guide, offering suggestions to players as necessary and gently prodding them to think out their mission in detail.

In the briefing you will be giving players the background their characters need for the mission and the objective M.I.6 wants achieved. Usually, of

course, there is much more to the mission than is stated in the briefing as the characters will discover when they unravel the Master Villain's plot. In addition, special Q Branch equipment will be assigned to the characters. Finally, there will be certain limitations placed on the characters — for example, not contacting M.I.6 until they have more information, not tipping off the opposition too early, and the like.

Many beginning players would simply grab their equipment and head into action. It is at this point that your role as a guide becomes important. A mission involves a considerable amount of planning ahead of time, and you should encourage the players to think about the elements involved in a mission.

Elements of a Mission

The first and most basic question the players should ask is "What must my character do to accomplish the mission?" While this question may seem overly simplistic or obvious, it is one that is often overlooked in the furor of getting into the excitement of play. The answer to this basic question will depend on where the mission will take place and what the purpose of the mission is. Secret agents are usually not summoned for commando raids, so the characters' ability to quietly infiltrate is the reason for their being assigned their mission. Spies and secret agents are noted for their discretion and wiles, and thus the infiltration of the enemy stronghold should be the characters' first concern.

Once the character has "gotten in," he must accomplish whatever mission he was sent for — stealing the plans, assassinating the general, rescuing 002, destroying the radar equipment, or whatever M.I.6 has ordered. Players should take the time to spell out exactly with you what their mission is to ac-

comply. While it may be necessary to alter or even abandon the initial plans as the mission proceeds, they players should, nevertheless, have an initial goal to start with.

Finally, after completing whatever the mission actually turns out to be, the characters must be able to get out. It is counterproductive to succeed in eliminating the villain and his entourage and to set the timer on the explosives that will blow his stronghold to kingdom come, only to discover that the sole method of leaving the stronghold is by helicopter and that none of the characters has the Piloting skill.

Defining the Mission

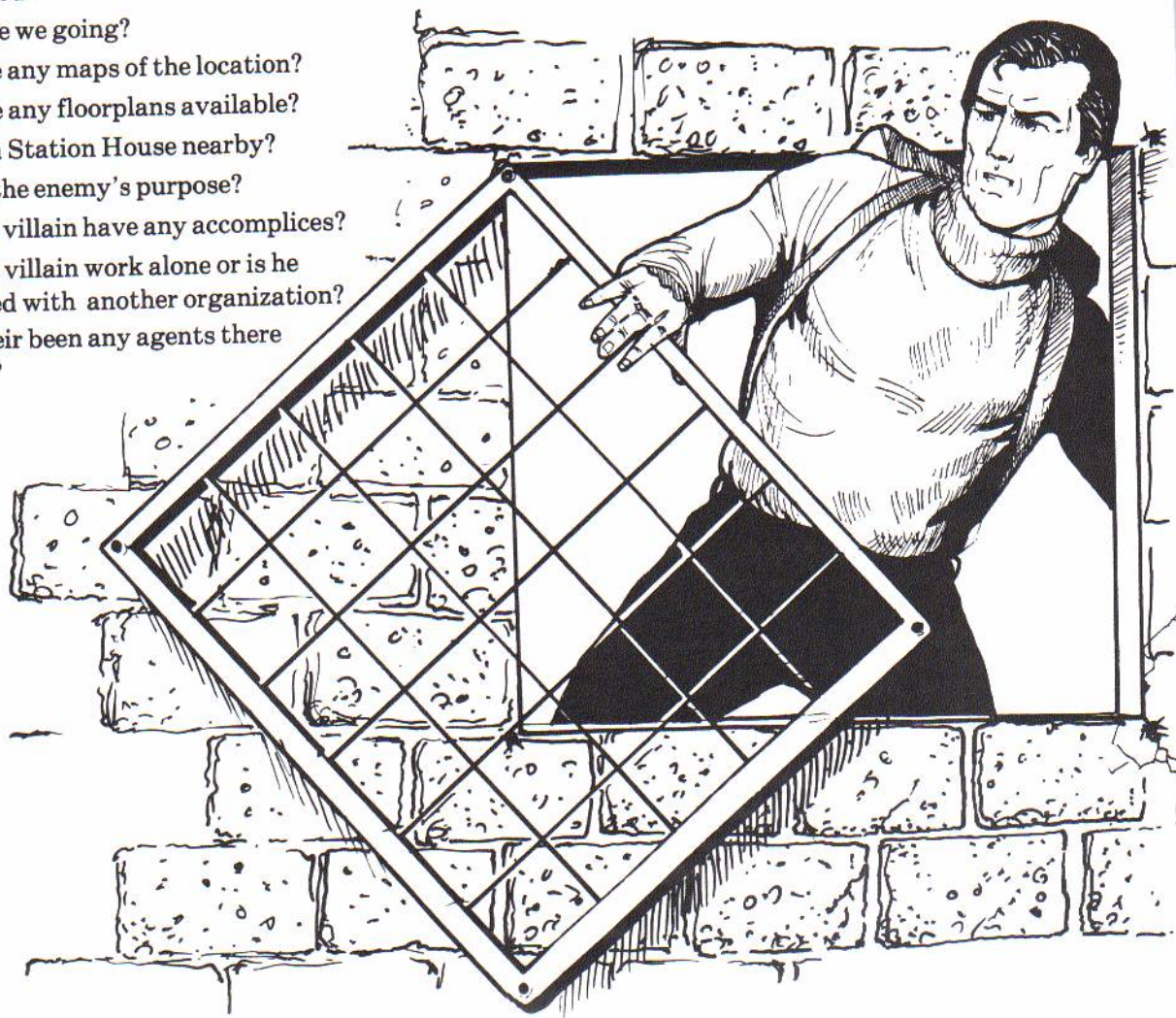
You can encourage your players to prepare a list of questions to be asked during the briefing. You may indeed have some vital information the characters will find useful that might not normally arise during the briefing, and the question period following the briefing can bring to light this information. You might find it useful to prepare a list of questions for new players to get them thinking about what is involved in their mission. Some questions they might ask you would include:

- Where are we going?
- Are there any maps of the location?
- Are there any floorplans available?
- Is there a Station House nearby?
- What is the enemy's purpose?
- Does the villain have any accomplices?
- Does the villain work alone or is he connected with another organization?
- Have there been any agents there already?

- Who are the contacts?
- Is there any physical evidence or any kind?
- Is there any special equipment available?

You may cover many of these questions during the the briefing as a matter of course, but the players should be made aware that they can pump you for as much information as you can offer. In being a guide, you should not go overboard and give away all the information. A healthy dose of "That information is unknown to us" will keep secret the information the characters are expected to uncover.

Once the players have been given the information they need in the briefing, they should take stock of their characters' skills and see how their particular skills relate to their mission. They may build a plan of action based on their skills. Just as important is realizing that the characters may be lacking vital skills. If you have located the villain's stronghold in a mountain aerie but none of the characters has the Mountaineering skill, they will have to come up with some other plan to enter the stronghold. You can stretch the players' imaginations by purposefully planting specific obstacles that they will have to overcome to fulfill their mission.



Selecting Equipment

The characters should always ask if there is any special equipment available for the mission. Additionally, they may request special equipment from Q Branch (assuming they can Persuade Q of their need and have sufficient Experience Points to acquire it). The equipment provided for the mission offers another chance to reevaluate the mission and the approach they will take.

If the equipment the characters carry makes them look like rather lumpy secret agents to all and sundry, you might have M or Miss Monnypenny make a sarcastic quip about their tailoring. You can discuss with the players the equipment they have chosen. Do they really need seven pistols, or will their normal sidearms be sufficient? Do their normal sidearms have sufficient stopping power? Are they easily concealed and unnoticeable? You know what the characters are getting themselves into and you should guide them with subtle suggestions or role-play if they are approaching their mission in a completely wrong way.

The characters should also be encouraged to make a list of everything they will need — weapons, lockpicks, false ID's, a small bottle of acid, wire clippers, a paperclip, or whatever will be needed to make their plan work. There is nothing worse than to have one character turn to another in the midst of battle and say, "I thought Q gave *you* the explosives!"

Many characters carry too much equipment with them. They lug around a pair of heavy wirecutters in their luggage and then find there is a hardware store at their destination. If the characters ask you the right questions during the briefing, they will know what is available to them at their point of arrival. Of course, there is always one little problem in that the little old lady working behind the counter of the hardware store might be working for the opposition.

The characters can also discover in the briefing that there is an M.I.6 Station House at their destina-

tion and thus they can have Q ship the Aston Martin to their destination while they hunt down more clues aboard a train. You should inform the characters of any delay in shipping equipment, especially to unfriendly areas, but one of your jobs is to help the characters as head of M.I.6.

Covers

The characters may gain more freedom and be less conspicuous if they have covers. Many a time a cover will allow a character easier access to areas a known agent could not safely enter. Of course, there is the drawback in that the knowledge required for the cover — for instance, a background in heraldry — may lead a character unwittingly into a trap should an NPC also be knowledgeable about the same field.

Most often a cover will be temporary, adopted for one mission only. Depending on the situation the characters will enter, they may also need a disguise to complete the cover, in addition to papers forged by Q Branch at M.I.6.

The characters may instead choose not to adopt a cover, if they are feeling particularly self-confident. A character may openly use his name and react to the situations as they arise, as James Bond usually does. The choice of using a cover or not should be related to the plan for accomplishing the mission.

Each mission the characters undertake will have its unique challenges. You should not lead players by the hand and answer every question before it is asked. This chapter is meant as a guideline to help you get new players of the *James Bond 007* Game into the mind-set they will need as secret agents. Before they start on a mission, they should know how they will get in, accomplish their objective, and get back out again. Additionally, they should know what equipment they will need and whether or not they need covers to conceal their identities from the enemy. As players gain experience with the game, they will naturally learn to ask the right questions and thus will make your job much simpler.

Fleshing Out Characters



The most memorable characters from the James Bond movies are usually those with personality quirks. Such quirks make the characters more real and give the viewers something to identify with. When M stares aghast at Bond while listening to 007 describe how Scaramanga's car turned into an airplane, his shocked reaction amuses the audience because he is normally unperturbable. Likewise, it would be quite out of character for Q to suddenly run up to Bond and embrace him like a long lost son, or for Moneypenny to tell Bond to take a hike since she is taking up with a young fandango dancer.

Just as these characters from the movie have distinctive personalities, so too should your NPCs. Each of them should have likes and dislikes, rather than just being sounding boards or information sources for the characters.

Weaknesses and Fields of Experience

The optional rule for weaknesses is a good beginning guideline for fleshing out NPCs. If a male NPC has an Attraction to Members of the Opposite Sex, he will begin smiling and making suggestive conversation with any female Player Character who is above Normal in Appearance.

Most weaknesses, however, will probably be kept hidden by the NPC. Such quirks as Dependence on Liquor or Drugs would not instill confidence in the characters towards the NPC. But other quirks can be tolerated because they are relatively harmless. Willard Whyte has his passion for privacy. J.W. Pepper has his outdated, stereotypical red-neck sheriff attitudes and phrases. James Bond, himself, is adamant about what he drinks and how he wants it prepared.

Aside from these major personality quirks, there are little preferences that can make an NPC distinc-

tive. Ask yourself if the NPC prefers a specific drink, or brand of cigarettes or cigars. Does he always wear a flower in his lapel? Does he wear a hat? Does he prefer casual wear to pinstripe suits?

A certain amount of such individualizing of the NPC can be accomplished through the choice of Fields of Experience; as a result, these Fields should not be chosen lightly. If an NPC has the Field of Snow Skiing, there should be a good chance of an encounter taking place on the slopes during an adventure.

Preferences, Mannerisms and Quirks

NPCs can have certain preferences towards members of the opposite sex. Does the NPC like blonds (blondes), brunettes, or redheads? Does the male NPC admire the shapely turn of a leg, or is he captivated by emerald green eyes? Does that female NPC prefer beards and mustaches, or does she prefer her men clean shaven?

The NPC may also have a certain mannerism or phrase which is used almost constantly. Does he often say "Aw, nuts!" or some other expletive when shocked, surprised, or dismayed?

You may find yourself wondering whether or not these little personality quirks are worth the time you will have to invest to create them. The answer depends on how intricately and how well you and your players role-play the game.

As you continue to play the Bond game, you will find yourself wanting to expand the scope of the missions and filling out what happens between missions (see Creating James Bond Campaigns, Chapter 4, in this book). By the same token you will begin wondering about the NPCs and what makes them tick. Are they happy-go-lucky or are they vengeful, and why are they that way?

Effects on Play

On the practical side, the individualized NPC will make the game flow much more smoothly for your players and yourself. Also, your players will feel more fulfilled if they have recognized the NPC themselves, rather than you having to identify them every time they appear. As in the movies, the NPCs will begin to feel like old friends. The players will improve their role-playing when encountering such well-defined NPCs.

Moreover, these personality quirks can become valuable in playing your missions. For example, a Player Character receives a message from Bond saying all is well. The message goes on to say that Bond is relaxing alongside a pool, having his usual scotch and soda. Since Bond's usual drink is a vodka martini, shaken not stirred, this message is obviously bogus, and has either been sent by an impostor or is a call for help. Such an event could not happen unless you had established all along that Bond likes martinis exclusively.

A certain habit, predilection, or mania could serve as a lead to find a certain NPC or as bait for a trap. In *For Your Eyes Only*, Bond's enemy knows where to find him since Bond visits his wife's grave on a fairly regular basis. It was thus convenient for his opponent to locate him to set up the helicopter trap. Auric Goldfinger has a general weakness of Greed, but he lusts after gold in particular. Bond exploits this mania by using a bar of gold as bait on the golf course.

The chapters covering brainwashing and impostors in this book rely heavily on fleshing out characters so as to be able to detect differences between a normal character and one who is changed. You will be able to add some nice role-playing touches to a mission if each of your major NPCs has his or her own unique personality.

Fleshing out NPCs will also help you in your role as an entertainer. As you become familiar with each NPC's peculiarity, you will be able to make up dialogue for him. In this way you will begin to eliminate the constant repetition of "He says" or "She says" to your players whenever the NPC speaks. The interaction among the characters will flow more easily by removing the constant distraction of reminding the players they are speaking with the GM rather than the character involved.

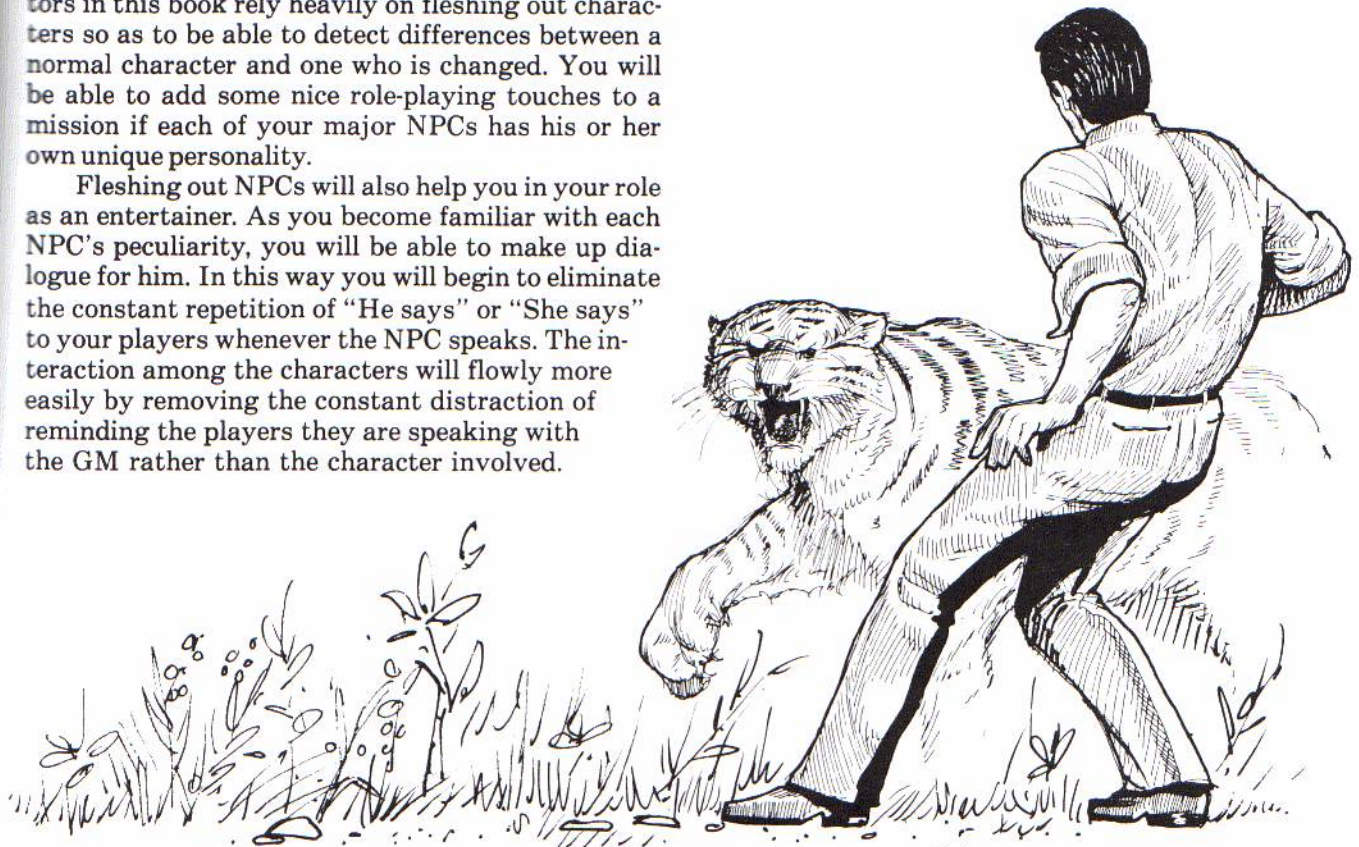
Fleshing Out Player Characters

The balance of the game demands, however, that, if you start fleshing out NPCs, so should your players. You should do everything you can to help them create fully rounded characters.

It can become very frustrating for you, if you have these fleshed out NPCs, to have no one for them to react against. If the Player Characters are just information-gathering devices without individual personalities, they will soon pale beside the NPCs. They may even begin to feel impotent because the NPCs are more vital than their characters.

Sit down with your players and discuss their characters' growth. Show them, by example of your NPCs, how they can design characters which will contribute significantly to their role-playing.

The physical work for creating realistic characters is minimal. For the NPCs, a few notes on the back of the NPC Card should suffice. These notes do not have to be detailed, since once you give an NPC an individualized personality he is very easy to remember. You might also want to start cards on the characters to note down any preferences the players give them. You will then be able to help them develop these quirks by mentioning them in any interaction. Having M ask if the character wants his usual Glenfiddich scotch on the rocks, broiled Dover sole, or Macanudo Somerset Cafe cigar adds a nice touch to any informal briefing and can tell the player how much M knows and remembers about them.



Creating James Bond Campaigns



The first few times as Gamesmaster of the *James Bond 007 Game* are the most nerve-racking since you are still learning the game system and also teaching it to new players. After you get a few missions under your belt, you should feel much more comfortable in your role as GM and you should be able to keep your adventures moving briskly along. You may even be working on your own original missions. As you continue to GM the game, you will probably find unexpected crosscurrents flowing from one mission to another.

In the midst of plotting a mission, you suddenly realize that this plot, with a little modification, would suit the aims of a Major Villain who managed to escape capture during an earlier mission. You begin to recall the events of that mission and remember the various characters who were encountered along the way. They would fit equally well in your new mission.

Your decision is made. You track down the old NPC cards and set about refining the events in the mission to fit the personality of the Major Villain. But there is a nagging question in the back of your mind: Where has the Major Villain been hiding? One question leads to another: Does he still look the same? What has happened to the other major NPCs in the time between missions? How long has it been since they last encountered the Player Characters? Have the NPCs improved their skills?

Without realizing it, you have taken the next step as a GM — you are ready to turn your isolated missions into a full-blown campaign. Once again, though, you are faced with questions and situations you have probably never encountered. The most important question you face is: How will you start organizing your game sessions into a continuing campaign?

Before you dive in and become immersed in the extra work needed to create a campaign, you should check with your players to see if they are interested in playing a campaign. Since an extended campaign will lock them into a plot line that may go on for months, they may prefer instead to stick with short mission, lasting a session or two at the most.

Most players, however, will probably welcome such an expansion of the game and will willingly go along with the small amount of record keeping that will be required of them. If your group is prepared, then you can forge ahead with your campaign.

Continuity

In essence, you will be creating a continuing serial in which your players' characters have the lead roles. The most important element that will make your campaign successful is continuity. There should be no abrupt jumps in the lives of the Player Characters or the major NPCs. The motivations and the actions of all characters must be consistent with their personalities. You will work with the players over play sessions to make sure their characters evolve slowly and naturally. The changes in the major NPCs will be your responsibility.

Most of Bond's enemies are driven by one fixation. Auric Goldfinger lusts after gold and will do anything to increase his store. Hugo Drax considers outer space his personal territory from which to launch his schemes of grandeur. A Major Villain should always work towards fulfilling his own personal goal, though the way he goes about it may change from encounter to encounter.

Likewise, the allies of the characters should remain constant in their relationship with them. Whenever James Bond runs into Felix Leiter, he

knows his fellow agent will willingly work with him. With someone like Anya Amasova whose loyalty is definitely questionable, Bond would be less certain of their continuing working relationship. The NPCs will also grow over time, and you should increase their Characteristic Values and Skill Levels and assign them new skills to reflect this growth.

There should be logical links between the missions that make up your campaign. The locations may change, but there should be some reason for the Major Villain taking up residence in a new locale. In *Live and Let Die*, Bond destroyed Kananga's poppy operation in San Monique. If Kananga managed to escape during your campaign, he might take himself to another area of his operations. His long-range plan is to take over drug distribution in the United States, and San Monique may only have been one part of his master plan. Suppose he has a back-up plan, growing marijuana in Hong Kong? Or suppose his next step is to poison all the drugs being smuggled in from Latin America? One part of his plan has been foiled, but there are others yet to be stopped.

Of course, this sort of confrontation could go on forever, and at some point the Major Villain should be retired in favor of a new villain with a different aim. One method of introducing the new villain is to make him have a brief guest appearance during the latter part of a campaign where the old villain is bowing out.

Another method of linking adventures is to take a plot and villain who might work on their own and have them backed by TAROT (see Chapter 17 in the *James Bond 007 Basic Game*) or some other major crime network. Once TAROT is introduced, it could remain a mystery until more of its existence is revealed through discoveries on other missions. Finally, the characters will have enough information to take on TAROT itself, and certainly more than enough reason to tackle it. An excellent method of piquing the players' interest is to allow them to uncover information that links their present quarry to a larger one yet unknown.

Continuing NPCs

You should treat continuing NPCs like you would a Player Character. Allies of M.I.6 should be given Hero Points to help them and the Player Characters in a jam, or they should be allowed to earn these points. Likewise, important villains should be awarded Survival Points, which will make them more difficult to kill.

To give even more sense of reality to your campaign, you should have your NPCs be affected by emotions. If they lose a loved one during a mission, this loss should affect them during future encounters. Anya Amasova's attitude toward Bond changed for the worse when she discovered he was responsible for the death of her lover. Granted she mellowed at the end of *The Spy Who Loved Me*, but

should she return in a campaign, she might be just as prone to eliminate Bond for that act as she might be willing to forget her political loyalties to save him.

Once you start a campaign, your NPCs become more than co-stars; they become continuing characters who contribute to the adventures and the characters' success. When designing your allied NPCs, keep in mind the player with whom the NPC will be interacting. You will have to know your players well to match them up with the best allied NPCs. Consider whether the Player Character works better with members of the opposite sex or is distracted by them. Should your NPC share a common weakness with a Player Character, or should they clash? If you are using Fields of Experience, is there a chance a Player Character has met the NPC sometime in the past? Will an NPC be able to offer contacts with other characters the M.I.6 agents would never be able to meet on their own? By filling in the personal history of the NPC, you open up a highly fruitful method of giving life to the campaign.

NPCs should never be more important to the campaign than the characters. They serve a campaign best by keeping the Player Characters involved in the mission. For instance, Bond's reason for breaking into Stromberg's fortress in *The Spy Who Loved Me* was to rescue Anya Amasova; without his involvement with her, he might just have well sat back and waited for the navy to destroy Stromberg's nest.

To help you keep track of important NPCs, start a card file. A small investment in an index card holder and a set of subject divider cards will suffice. Fill out the NPC cards, jot down biographical notes about them on the back, and file them however you find easiest — by country, agency, enemy or ally status; under the name of the Player Character who knows them; or any other way you choose.

Another factor to consider is the passage of time in your campaign. The time between missions for the characters is not the same as for the players. You can select an arbitrary time — for instance, each day between sessions might equal one day for the character as well. You can select any method of time passage that is suitable to you and your players. One method is to allow just enough time to pass for the characters to allow their wounds to heal.

Notes for Players

You should explain fully to the players that your new attitude toward handling the NPCs and adventures will require some work on their part. They should keep track of whom they have met and perhaps become involved with. Some players can get by by making notes on their Character Record, while others may wish to invest in a notebook for keeping accurate account of their adventures. They do not have to make detailed accounts of every event, but they should keep general notes on the people, places

and events encountered in their missions. One notebook for the entire group can be sufficient.

Some players enjoy running more than one character at a time. It is strongly recommended that such a player keep more thorough notes so he does not confuse events of one character with another. It is a good idea to keep the Master Villains separate for these players, so that each of his characters pursues his own Master Villain at any one time.

If the players are running only one character, try to keep the missions continuous so they do not jump back and forth in time. It can be disconcerting to lose a romantic partner in one game session and find oneself meeting the same partner a few sessions later in a mission that predates the partner's demise. The accuracy of the passage of time is in your hands.

You will find that the amount of paperwork involved in a campaign falls off after you have things up and running. By making notes on the back of NPC cards after each adventure, you will know at what rank that character was when the Player Characters last encountered him or her. Make careful notes about the passage of time as you have explained it to the players. The main strengths you will exhibit as a GM are that your campaigns show continuity and are exciting to play.

Character Growth

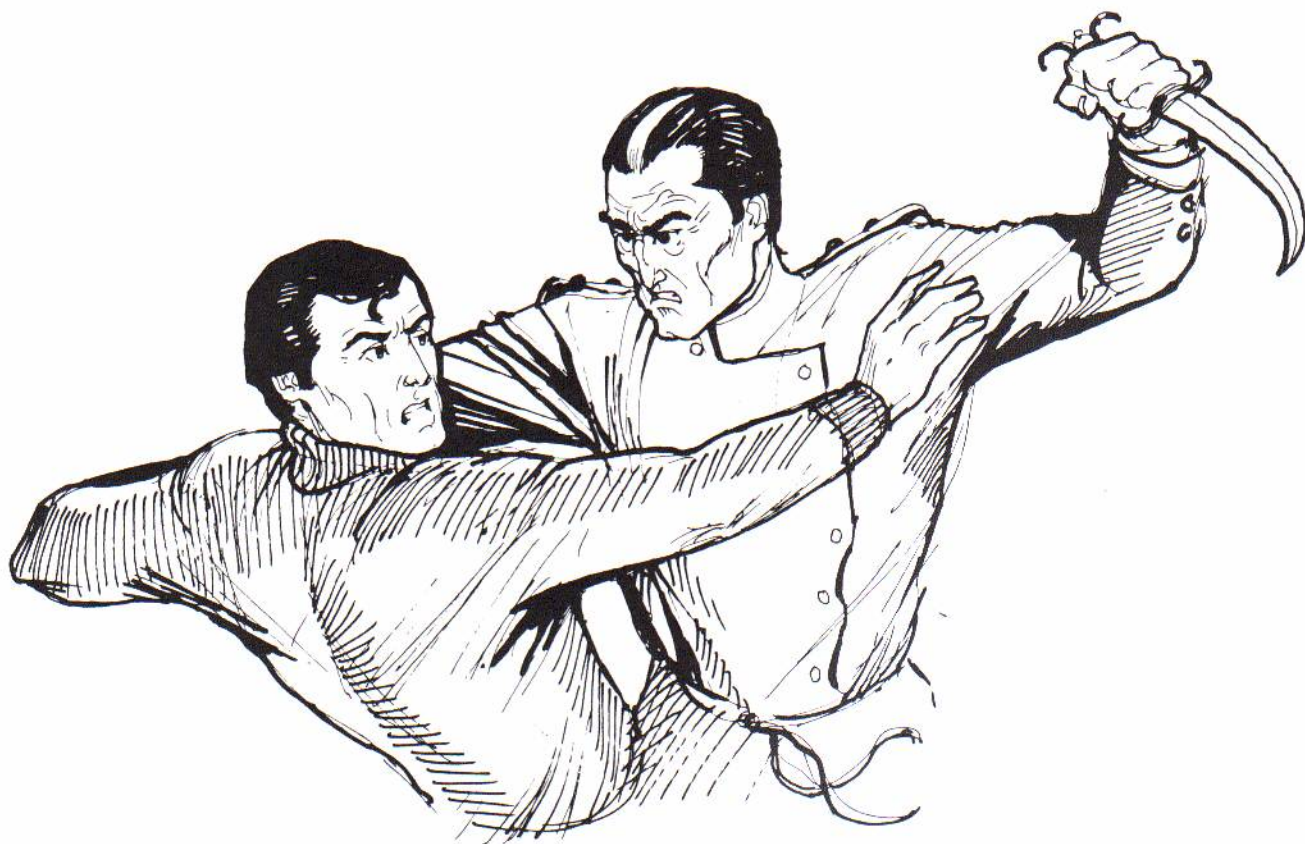
It is the intent of the *James Bond 007* Game rules that a character can increase a Skill Level or Characteristic Value by only *one* between game ses-

sions. A character can acquire as many new skills as his player desires and can afford, but these new skills are gained at Skill Level 1 and can be raised only after the next game session. A character may have several different characteristics raised after a game session, but only by one per characteristic.

Even with these restrictions, character growth in the Bond game is an accelerated process when compared with other role playing games. You may, if you so wish, allow the characters to gain more than one level for a skill or characteristic, but the Experience Point cost should be the same as if they were going up each level individually. For example, if a player wishes to raise his character's Riding skill from Skill Level 3 to 7, he would not simply pay 210 Experience Points (30×7); he would have to pay the incremental costs in between. Thus, he would have to spend 120 (for Skill Level 4), plus 150 (for Level 5), plus 180 (for Level 6), plus 210 (for Level 7), for a total Experience Point cost of 660 to attain Skill Level 7.

By enforcing these Experience Point costs, you will maintain the games's balance in your campaign.

If you are using Fields of Experience in your campaigns, you may allow characters to gain additional Fields to reflect their new interests and abilities learned over time. Each additional Field of Experience costs 300 Experience Points. (Remember, however, that Fields of Experience can never be improved.) You may also add new Fields of Experience — skydiving, for example — which the characters may also acquire.



Adventure Generation



There is no one true way to teach people how to design a good adventure. The method presented here is designed to give you a solid outline which you can use to structure the mission, filling in the details with your own ideas. When you have plenty of time to create an adventure, you may not need this chapter. It is provided for those times when your players call up late in the afternoon and tell you they are coming over that evening to play. With the help of some dice rolls, some scrap paper and about an hour of free time, you will have a mission ready when your players arrive.

Designing adventures can be equated with doing an outline for a book or series of books. The system given in this section approaches adventure design in a similar manner. The basic element is the Chapter (which is the equivalent of a mission lasting one or two game sessions). A number of Chapters make up a Novel (an extended mission that may take several sessions to finish), and a number of Novels with the same characters make up a Series (the equivalent of a campaign).

A Chapter consists of the following parts:

1. The Briefing
2. The Obstacles
3. Encountering the Major Villain
4. The Resolution

A Novel consists of the following parts:

1. The Briefing
2. The first Encounter with the Major Villain
3. The Obstacles
4. The second Encounter with the Major Villain
5. More Obstacles
6. A possible third Encounter with the Major Villain
7. The Resolution

A Series consists of several Novels.

Designing a Chapter

THE BRIEFING

The steps below will help you come up with the basic information you will need to describe to the characters in the Briefing for the Characters. You must be prepared to tell the players whom they are going to meet and where they should start their investigations.

- A. Determine the city in which the chapter will take place by rolling D100 on the City Table (below); roll only once. This city will be where the Major Villain is working on his plot.
- B. Determine the sector of the city by rolling D10 on the Sector Table (below).
- C. Determine the building type within that sector by rolling D10 on the Building Table (below). This will be where the Major Villain is holed up and where a good part of the action will occur.
- D. Roll D100 on the Mission Table (below) to determine the type of adventure in which the characters will become involved.
- E. Determine the Major Villain's identity by rolling D10 and referring to the Major Villain Table below.
- F. If the Major Villain does not already have NPCs associated with him (for example, Oddjob for Goldfinger or Red Grant for Rosa Klebb), generate a Privileged Henchman (see Chapter 18 in the Basic Game for examples).

Using the results of steps A through F, construct a logical James Bond adventure. Determine how much of the information in these steps should be told to the characters. Note down this information and make preparations for presenting a mission

briefing from M (see Chapter 12 in the Basic Game for further details). Whatever information you keep from the players will be found by their characters during the adventure.

OBSTACLES

An obstacle is some kind of impediment which keeps the characters from their goals. Some of the obstacles will be determined by the amount of information you give the characters — any pertinent fact needed to resolve the mission that the players do not know will act as an obstacle. You should plant these facts at various points within the mission for the characters to discover.

You can create other obstacles by using the Obstacles Table (next page). These obstacles should also be incorporated into the mission. For each chapter, roll D6; this result is the number of obstacles that will be encountered. Roll again using the table to generate the number of obstacles.

You may create other obstacles by checking the weaknesses of the individual characters. If a character has an attraction to women, you might have him meet an attractive NPC hitchhiker who can provide a diversion (and more than one obstacle). You are encouraged to use this personal type of obstacle, both for realism and to encourage role-play.

An obstacle may or may not have anything to do with the chapter being run. Until you have become experienced as a GM, it is recommended that all obstacles fit the chapter. Once you are comfortable as a GM, you can mix and match your obstacles, drawing some from previous chapters of a novel (for example, bringing back a character like Felix Leiter or Sheriff J. W. Pepper) or introducing some that will be important in subsequent missions. You may also include purely random or inconsistent obstacles for variety.

ENCOUNTERING THE MAJOR VILLAIN

Step C placed the Major Villain in a certain locale and step E told you the Villain's identity. You will now have to tie these together by deciding what the Villain's plan is and why he has set up shop in this location. This is the core of the mission — the reason for the Villain being where he is. You can use the Mission Table (see explanation below) to help you decide what the Villain is up to. Once you know what is afoot, you can fill in extra details about the Villain. There are five things you need to decide.

First, create the NPCs who are with the Major Villain (such as Privileged Henchmen, Soldiers and Technicians), both friendly and unfriendly to the characters. Determine why each one is there. Second, draw the floorplans for the building in which the Major Villain will be encountered. Position the furniture, special gadgetry, the super-machine, the drinks, the Korean workers — all the standard Bond plot devices — so they may be encountered by the

CITY TABLE

D100 ROLL	CITY	D100 ROLL	CITY
01-05	Berlin	75	San Francisco
06-10	Cairo	76	Peking
11-15	Hong Kong	77	Los Angeles
16-19	Las Vegas	78	Ankara
20-24	London	79	Jerusalem
25-29	Moscow	80	Amsterdam
30-34	Kingston	81	Beirut
35-38	New York	82	Copenhagen
39-43	Paris	83	Frankfurt
44-47	Rio de Janiero	84	Oslo
48-51	Rome	85	Marseilles
52-56	Tokyo	86	Monte Carlo
57-59	Bombay	87	Geneva
60-61	Athens	88	Sophia
62-63	Istanbul	89	Naples
64	Nairobi	90	Belgrade
65	Honolulu	91	Hamburg
66	Mexico City	92	Warsaw
67	Saigon	93	Leningrad
68	Prague	94	Santiago
69	Glasgow	95	Havana
70	Dublin	96	Chicago
71	Toronto	97	Helsinki
72	Washington	98	Madrid
73	Dallas	99	New Orleans
74	Buenos Aires	100	Atlantic City

MISSION TABLE

D100 ROLL	RESULT
01-05	Rescue
06-10	Kidnap
11-15	Capture
16-20	Steal
21-25	Return stolen goods
26-30	Reconnaissance (discover secret, plant bug)
31-35	Break up spy ring
36-40	Identify Major Villain
41-45	Program/deprogram computer
46-50	Provide cover
51-55	Protect "00" character
56-60	Deliver papers or goods
61-65	Exchange codes
66-70	Interrogate
71-75	Assassinate
76-80	Arrange for assassination
81-85	Undo prepared operation
86-90	Organize operation
91-95	Provide diversion
96-100	Smuggle

MAJOR VILLAIN TABLE

D10 ROLL	RESULT
1	Goldfinger
2	Hugo Drax
3	Dr. No
4	Kamal Khan
5	Scaramanga
6	Rosa Klebb
7	Skorpios
8	Stromberg
9	Kananga
10	Kristatos

HERO OF SERIES TABLE

D10 ROLL	RESULT
1	Agent 001
2	Agent 002
3	Agent 003
4	Agent 004
5	Agent 005
6	Agent 006
7	Agent 008
8	Agent 009
9-10	Bond

SECTOR TABLE

D10 ROLL	RESULT
1	Northwest inner city
2	Southwest inner city
3	Southeast inner city
4	Northeast inner city
5	Northwest suburbs
6	Southwest suburbs
7	Southeast suburbs
8	Northeast suburbs
9	City core
10	City exterior

BUILDING TABLE

D10 ROLL	RESULT
1	Casino
2	Chateau
3	Aircraft
4	Prison
5	Government office
6	Maximum security building (for example, Fort Knox)
7	Hotel
8	Bank
9	Train
10	Office tower/Computer center

ACTUAL MISSION TABLE

D6 ROLL ACTUAL MISSION

1	Re-roll on the Missions Table
2	Prevent an immoral scientific plot (for example, cloning or genetic engineering)
3	Prevent the first battle of World War III
4	Prevent the collapse of world economy
5	Prevent assassination of world leader
6	Prevent nuclear accident in major city

**VILLAIN OF SERIES TABLE**

D10 ROLL	RESULT
1-5	TAROT
6-8	SMERSH
9	KGB
10	Neo-Nazis

OBSTACLE TABLE

D100 ROLL	RESULT
01-03	Border guards (choose an option: they are either <i>Friendly</i> and betraying the characters, <i>Opposed</i> and staunchly loyal, or <i>Opposed</i> and bribable)
04-06	Cultural differences noted (for example, methods of eating)
07-09	Hotel room is searched or bugged
10-12	Double agent betrays characters
13-15	Bomb exists in aircraft/hotel room/car
16-18	Major Villain's Privileged Henchman tries to win big favor by thwarting characters
19-21	Weak Beautiful Foil must be saved from a horrible occurrence
22-24	Technician attempts to convince characters their mission is the wrong thing to do
25-27	Vehicle has been tampered with and rendered inoperable
28-30	ID papers have been pickpocketed
31-33	ID regulations have been changed; papers are no longer valid
34-36	Forged documents by Q discovered to be false
37-39	Characters become mildly sick from food poisoning
40-42	Neutral intelligence-gathering organization interferes, thinking characters are from KGB
43-45	Unplanned altercation with Civilian (for example, bar room brawl) leads to the arrest and temporary incarceration of the characters

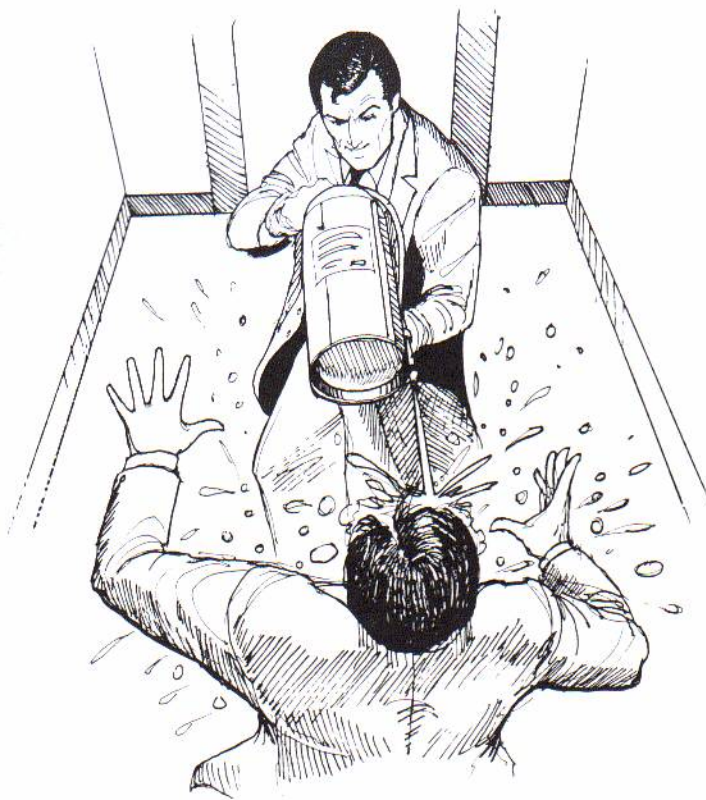
D100
ROLL RESULT

46-48	A traffic accident occurs involving the characters; there is no foul play involved, but attention is drawn to them
49-52	Q Branch equipment suffers breakdown
53-55	Radio communications are monitored by the opposition
56-58	Cleaning lady/chambermaid innocently upsets security checks set up by characters in their room
59-61	A natural disaster delays characters
62-64	Counterespionage agency alerted to characters' actions
65-67	Communications with M.I.6 break down
68-70	The characters' actions are reported in the press and their cover is blown
71-73	Budget restraints cause loss of Q Branch equipment
74-76	Lower-echelon coworker is jealous of characters' success and feeds erroneous information to them
77-80	Common criminals attempt to rob the character
81-83	The code the characters have been using is broken
84-86	The NPC the characters meet does not know the correct password
87-89	The contact is actually a double agent
90-92	Transportation delay or mix-up
93-95	Communications device (for example, the phone) breaks
96-100	Cover is broken

Player Characters. Third, determine whether or not the Major Villain will be surprised by the characters when they arrive. The characters' own decisions during play will, of course, have quite a lot to do with this element of surprise. Fourth, decide on how the Major Villain will draw the characters to him or what his Reaction will be when the characters find him. Finally, determine how the characters' weaknesses and strengths will interact with those of the Villain.

RESOLUTION

The resolution is really a statement by you of how the characters can successfully conclude the mission. For example, in *For Your Eyes Only*, the



best way to resolve the problem was to recover the tracking system and return it to M.I.6. The next best way was to prevent the Soviets from getting it. The third best was to do the salvaging in such a fashion as to create an international incident.

You should decide on the best way, the next best way, and the worst way to solve the central problem of the mission. Note them down for future reference. Then, when the mission is complete, your award of Experience Points should be based on which solution

was adopted. None of these resolutions should be shown to the players.

In the event you find the players going way off the mark in trying to solve a case, you may wish to plant further clues. You can use the encounter system in Chapter 14 of the Basic Game as an aid in getting these clues to the characters. The mission resolution statements you have written down will help you determine just how far off they really are.

The Real Mission

Often a Bond adventure begins heading in one direction and then veers off in a more serious direction. You should also prepare two missions for the characters — the apparent mission and the real mission. The Mission Table is used to determine what M.I.6 knows about the Major Villain and his plan as explained in the briefing session — the apparent mission. Roll D100 to determine what the characters will be told their mission is. Then roll a D6; if the result is a 5 or 6, refer to the Actual Mission Table. Roll a D6 to determine the real motive behind the Villain's activities. You should jot down this information on a piece of paper. Note that if you roll a 1 on the Real Mission Table, you should go back to the Missions Table and roll again; this result will be the real motive for the Villain. The characters should discover the real mission through play.

Extending Adventures

A novel consists of three to five chapters (possibly more if necessary). The steps are the same, except the encounter with Major Villain and the obstacles occur three to five times each, thereby creating a longer and more complex adventure.

A series consists of approximately 10 novels. The series should pit a "00" rank character against TAROT or some other enemy organization. The chapters are operational adventures which tie together into novels. You should have one Major Villain within each novel, but you can vary the Villains between novels. Use the Villain of the Series Table (page 15) to determine the driving force behind the Master Villains in the series. You can also use the Hero of the Series Table (page 15) when acting as GM for a one-player campaign to determine his character's "00" number (the player may already have created such a character, which is preferable). The "00" character will then be pitted against the various Major Villains in the series as he seeks to uncover the organization supporting the Villains.

Travel



Since the jurisdiction of M.I.6 is outside the boundaries of England, players' characters will do a lot of travelling to get to their assignments. This chapter will offer suggestions on how they can choose the most efficient means of reaching any given place in the world. In addition, suggestions are offered on creating encounters and obstacles based on methods of travel they select.

Unlike the real world where airlines have strange schedules and maybe one plane flying to a certain spot of the world per month, in the James Bond world there are flights that will always take off at the characters' convenience and trains that always roll at the times the characters wish to depart. Your task is to make the travel arrangements work smoothly.

Travel Arrangements

The characters should never have to worry about getting out of England with any personal equipment or weaponry. It is assumed that M.I.6 will take care of any problems with customs in England before the characters depart.

Customs in other countries could present a problem. It would not do to have the characters stopped at customs in another country because a metal detector revealed the outline of a Walther PPK. Therefore, to bypass customs of foreign countries, Q Branch has come up with a sophisticated version of the false bottom for all briefcases. These false bottoms are large enough to accommodate the characters' personal weapon and enough ammunition or clips for two reloads, with enough room left over for something the size of a miniature camera. The shielding of this false bottom is designed to present an innocuous image when put through the airport's X-ray machine prior to boarding. The shielding will also protect any film from the fogging effects of X-rays. You should

include these briefcases among the standard equipment characters may select from Q Branch.

The Medical Department of M.I.6 also keeps all vaccinations up to date for all characters. All members of M.I.6 are issued valid passports when they are recruited. These passports are kept updated by the Records Section. If it becomes necessary, the Forgery Section of Q Branch can create a set of false identity papers and passport within 12 hours of receiving an authorized request.

It is important that you make the travel arrangements for the characters as easy as possible . . . at least until they are into the mission. Once they have left Mother England, they are fair game for machinations against them by the opposition.

Methods of Transportation

Most missions will have some sort of timetable for the Major Villain's plot. This timetable will often demand that the players take a particular mode of transportation — plane, train or car — so that they can arrive in time to do the initial investigation to uncover the Major Villain's plan and still have time to thwart it.

The location where the Major Villain is located will also necessitate a particular form of travel. If the mission is set somewhere other than the Continent, the characters will probably have to fly to their destination. Once at their destination, they will then usually pick up a car to continue their investigations. Thus, the location you select for the mission will already determine how the characters will get there.

Since the characters will be in the dark as to the villain's timetable, you may have to arrange for them to get to the location with time available to carry out their investigation. During the Briefing to

the Players, you can have M announce that they are to fly, drive or take a train to the desired location. You are then ready to whisk them off to where they should be and before the villain's plan goes off.

Described below are the three major forms of travel the characters will use most often. Travel by boat is not covered since it is a very slow method of transportation. While Bond sometimes took boats after a mission was completed (as in *Diamonds Are Forever*), he has never had a mission where the primary action took place aboard an ocean liner.

Airline Travel

The characters will do most of their travel by air. While flying has the overwhelming advantage of speed, it does have disadvantages. A character should never worry about misplaced luggage, unregistered airline tickets, bumping, or any of the mundane hassles associated with air travel. However, once the plane is airborne, a character's actions will be limited by the amount of space in the cabin. Also, of all the modes of travel, airplanes are the most susceptible to hijackings (there has never been a recorded case of someone hijacking the Orient Express to Cuba).

Commercial airlines are designed to give maximum comfort, and all airlines offer comparable service. There was once a major difference between first class and tourist, but nowadays all sections provide a comfortable flight, with first class offering more leg room and slightly wider seats. You might limit first class travel to "00" rank characters only, muttering in your Briefing to the Characters that the budget does not allow frivolous expenses for lower rank characters.

Should a fracas occur during a flight, you should warn the characters about the dangers of Fire Combat inside an airplane. If a bullet misses its target and punctures the bulkhead, it will cause the inner cabin to depressurize. Additionally, the plane will probably begin to plummet out of control (until the pilot regains control of the plane). Gunfire will no doubt start a panic amongst the passengers, leading to even more problems.

If combat is required, Hand-to-Hand Combat is much safer, even though airline seats and narrow aisles restrict movement. Chases on aircraft are also difficult because there is only limited room in which to maneuver.

Train Travel

Train travel is a much calmer form of travel, but the time factor may not be appropriate. However, if the time factor is not crucial in the mission, the characters might consider this mode of transportation for security reasons, since planes and jets can so easily be hijacked.

Trains might be preferable if the characters expect any trouble. There is very little chance of bring-

ing a T47 to a screeching halt, once it is aloft, but the emergency brake handle of the train is always useful for making hasty exits or for knocking the enemy off his feet. Trains also offer a number of hiding places for people and things. It is therefore easier to get things past customs agents who stop and search the train at every border.

The entire mystique of a train is conducive to an espionage adventure. There is more than ample time for a Seduction attempt to occur in comfort. Nighttime, while passengers are asleep, is a perfect time to have NPCs and characters steal about the train, trying to identify or eliminate the opposition.

A train is the perfect environment to make a mission more interesting by populating it with suspicious characters and intriguing, but meaningless, incidents. For these red herrings to be effective, you will not only have to create the Civilians and Beautiful Foils but you will also have to flesh out their personalities. This assortment of NPCs can run the gamut from an aging Russian princess to a touring USO star. Since a mission aboard a train has a built-in deadline (the arrival time of the train), the characters will be forced to take decisive actions.

While they travel internationally on a train, the characters will be required to have their passports and any visas ready for inspection at any time. Should a character board a train without these credentials, he will have to spend a lot of time ducking the conductor or will have to gain his cooperation through bribes (see page 20 for more on bribes).

Automobile Travel

All characters carry the International Driver's License, necessary to operate a motor vehicle anywhere in the world. The characters should never have any trouble renting a car, and they should be provided with credit cards by M.I.6. Even cards issued under cover names should be given legitimate account numbers.

Driving is the longest and most tiring method when travelling long distances. It does have some advantages that airplanes and trains do not. When driving their own vehicles, the characters can pick their own route and change it at any given moment during the journey. This flexibility can be quite useful should their mission be uncovered and the opposition send out their people to intercept the characters. Also, they are not restricted to using the same vehicle for the entire trip. Through contacts and rental car agencies, the characters can switch cars several times to throw the opposition off the track. They may even arrange to have someone drive the original car in an entirely different direction, giving the opposition a bad lead to follow.

On the negative side, the character does have to stop for gas and at hotels or inns to spend the night. If the car breaks down, the character will have to get

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fixed somehow. Most missions will not afford the time it would take to drive to the assignment.

One more hazard when driving is that customs officials may peg the driver as a shady sort and detain him for up to two hours while they go over the vehicle with a fine-toothed comb. You can set up many an obstacle for characters travelling by car.

If a situation arises in which the local police and custom officials have been alerted to the presence of criminals on the loose, there is a strong possibility that a character driving a car will be stopped and his vehicle thoroughly examined. Such a search will take at least an hour. The character may attempt to Persuade the official not to search the vehicle. Make a Reaction roll for the official. If the roll determines that the official is Opposed to the character, he will order the character to pull over to the side of the road and, along with another official, will conduct a scrupulous search of the vehicle. A bribery attempt in such a situation will probably lead to an arrest.

The official should be given an Ease Factor 5 Perception roll to see if he can find anything hidden in the car. If the roll fails, the official finds nothing. On a Quality Rating 4, 3, or 2, he finds anything not hidden in a secret compartment. On a Quality Rating 1, he finds any secret compartments. The amount of explaining or any modifier to a Persuasion attempt depends on the nature of the object found.

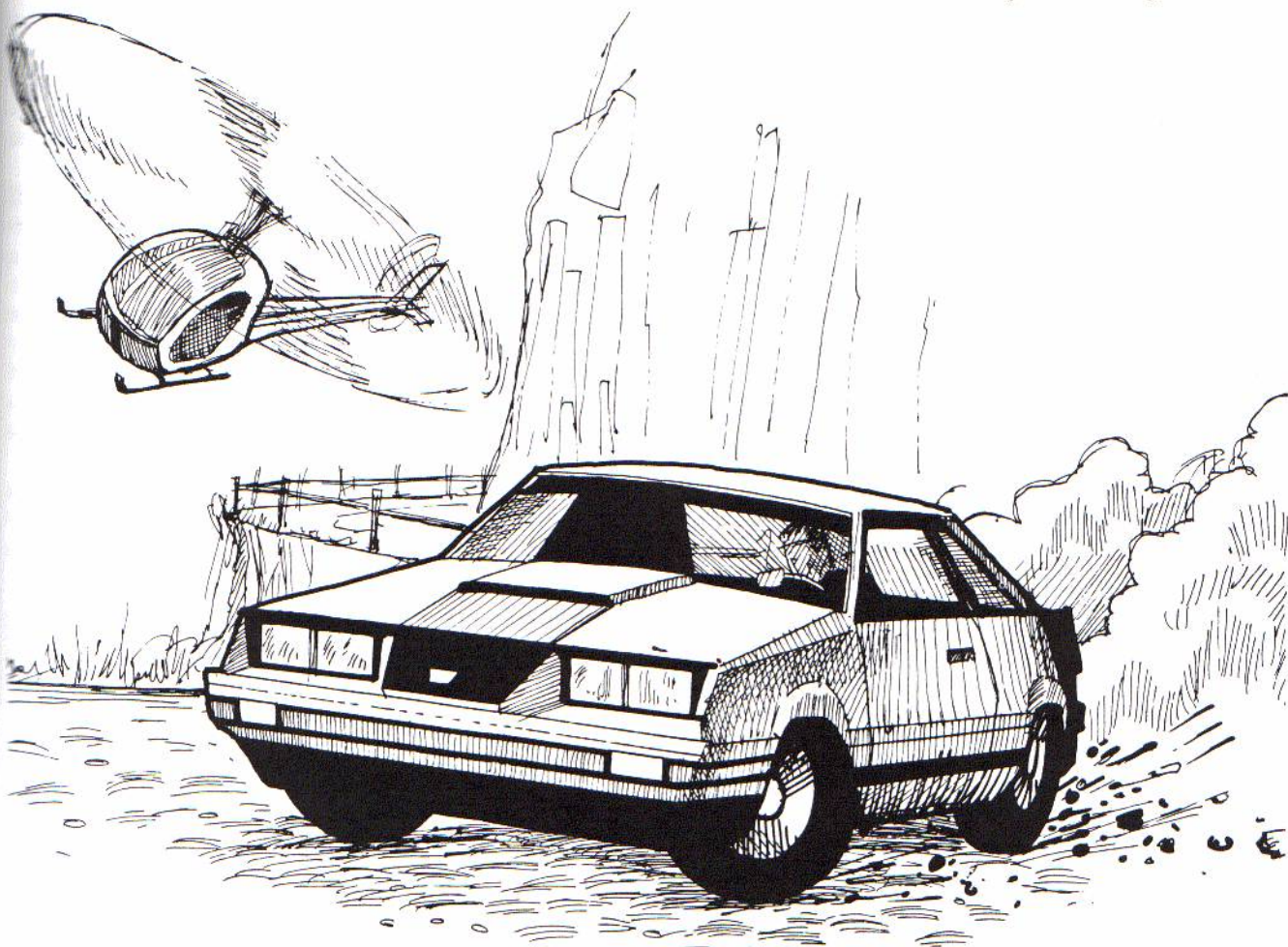
Travel Services

Airports in major cities no longer make the traveller exit the aircraft via a portable staircase, exposing them to the elements. Instead, the aircraft taxis to a boarding area where an extending corridor connects to the door of the plane. The passengers then walk through to the terminal. Once inside the terminal, the traveller coming in from a foreign country has to pass through customs when he claims his luggage or immediately thereafter.

International terminals are busy places both day and night. There are always people in airports, huddled amidst their carry-on luggage and waiting for the next flight to be called. They can wait in the concourses of the terminals (notorious for their uncomfortable seats), or at one of the snack bars or restaurant/bars in the airport. This number of people will put restrictions on chases and combats.

Any character making a call from an airport will easily find phones he can use to direct dial. Otherwise, he can arrange to have telegrams sent from the airport courtesy desk. In addition, the airline a character uses will usually relay a message to someone at the destination terminal. There the party will be paged and given the message at that terminal's courtesy desk.

Train stations in major cities are similar to airline terminals because they are all large and offer



a variety of shops and restaurants. Major stops usually have banks of telephones and a telegraph desk. In the station control room there are short-range radio transceivers so the controllers can communicate with engineers to give instructions and get any information concerning early arrivals or delays.

Bribery

Characters may discover that, to obtain favors from various foreign officials, they may need to "grease the palm." Bribery is a form of Persuasion that may be used on occasion when travelling. As the referee, you will have to decide the Ease Factor modifiers that will be appropriate to the situation. Listed below are some suggested modifiers.

As a general rule, you should modify the Persuasion Ease Factor, when bribery is being attempted, based on the NPC's level of professionalism and on his degree of independence in a situation. If the NPC's sense of professionalism would be insulted by a bribe, you would then apply a negative Ease Factor. If the NPC can accept a bribe without getting himself in hot water with his superiors, you can apply a positive modifier to the attempt.

Getting the cooperation of airline personnel through underhanded means can be very difficult. Pilots, copilots and navigators have worked too long and too hard in attaining their positions to jeopardize their careers for a few fast bucks. Flight attendants too are loath to accept bribes. Because there is so much paperwork and cross-checking in aviation, it would be more likely that any airline personnel would be caught by his superiors and then dismissed. You might assess a -2 Ease Factor modifier for a Persuasion attempt on airline personnel and a -4 Ease Factor modifier for a bribery attempt. If the bribe fails, the NPC automatically becomes Antagonistic toward the character.

A character might have better luck with a train conductor, who acts more or less as the captain of the train. His independence and control of the situation may make him more accessible. However, the purchased loyalty may be tentative, since the opposition may offer a larger bribe.

Any request made of a conductor that carries the promise of money will receive a +1 Ease Factor modifier to the Persuasion attempt. If the money is in hand, the attempt gets a +3 modifier. Any attempt to change the loyalty of an already bribed conductor will have no chance of succeeding unless accompanied by more money than the original bribe. If more money is offered, this Persuasion attempt receives the +3 modifier.

A character driving a car may bump into the police in a country or obstinate customs officials at the borders. In cases where the character is in a country antagonistic to his home country, Persuasion attempt should be given a -2 Ease Factor modifier and bribery attempts a -4 Ease Factor modifier. In

countries friendly or allied with the character's home country, a Persuasion attempt should be given a -1 Ease Factor modifier and a bribe a -2 modifier.

Combat and Chases

As mentioned earlier, combat aboard an aircraft is more restricted and dangerous than combat in a ground vehicle. Any Fire Combat attempted aboard an aircraft receives a -3 Ease Factor modifier. If the roll results in failure, you must judge whether the bullet tears through the bulkhead, hits an innocent bystander, or is stopped by an airline seat. At the first sign of a firearm, the passengers will go into a full panic. The flight attendant will get on the intercom to the captain, who will come out to assess the situation and do what he can to stop the fight. Since he is unarmed, the captain will usually try to subdue the nearest armed character.

Hand-to-Hand Combat attempts receive a -3 Ease Factor modifier. A fistfight on an airliner will cause a minor panic among the passengers. The flight attendants will contact the captain and copilot who will attempt to subdue the combatants.

All chase maneuvers receive a -3 Ease Factor modifier. Safety rolls get a -1 modifier. Chases will attract attention immediately. The flight attendants will attempt to stop the characters involved in a chase. Do not treat this as a Force maneuver since the attendant does little more than hold up her hand and ask them to stop. However, since the attendant will be blocking the aisle, the quickest way to get around her is by using a Trip combat action.

It is quite possible that a chase or combat will occur in an airline terminal. Fire Combat in terminals will attract a good deal of attention to a character. In addition to the panic started in the crowds by the sound of gunfire, a player's character may accidentally wound or kill a civilian. Security forces will appear within 5 Action Rounds of the first shot fired; there is no guarantee that they will not attempt to stop both gun-wielding parties . . . in the most efficient manner possible.

Chases through terminals will be affected by the density of the crowd. There will be a number of possible obstacles you can use in such chases. These might include:

- A travelling student on stand-by status, waiting for a cancellation. If successfully avoided, he will just look surprised. If not avoided, the character will crash into the student, who will then cower and begin yelling about the brutality of that country's secret police.
- A large family with noisy children, searching for restrooms. If a character does not successfully get around this obstacle, he will take a spill and the family will walk around him as he struggles to his feet (this will take one Action Round).

- A florid man laden with souvenirs. If not avoided, the character will collide with this person and send the souvenirs flying. The resulting breakage will anger the florid man, and he will join in the chase to stop the character to demand restitution.
- A group of schoolchildren, chaperoned by nuns, hurrying to make their connecting flight. The results of this obstacle are the same as for the large family as outlined above.
- An attractive person of the opposite sex, a little flustered at this first trip abroad. The person is thrilled to run into someone strictly not a foreigner. If not successfully avoided, this person will latch onto the character and ask for help about getting around the terminal.

The characters will have to perform Trick maneuvers to avoid running into these obstacles. These chases will obviously be on foot — it is rather difficult to get a Rolls Royce through the doors or up an escalator. You can modify the Ease Factor for

these obstacles as you choose. If the chase lasts for more than 5 Action Rounds, the airport security guards will arrive and attempt to capture both parties.

If a train is the scene for a chase, apply a -2 modifier to the maneuver; there is no modifier applied to the Safety roll. A Hand-to-Hand Combat should attract attention if you decide the actions are noisy (throwing an opponent against the compartment wall would certainly get the attention of the people in the next compartment). Should complaints be lodged, the conductor will appear to investigate, but he will not try to break up the fight unless he has help. The sound of gunfire will bring the conductors out of their sleep and the passengers out of their compartments.

Combat and chases in a train station have the same restrictions as for airports terminals. Since police are regularly assigned to train stations, they will arrive in the same number of Action Rounds as security guards in an airport terminal.

Three-Dimensional Combat



There will be times when Hand-to-Hand or Fire Combats in the game will not take place on dry land. Bond is often in fights in environments where he is unable to firmly plant his feet, such as when he and Kananga fell into the shark pool in *Live and Let Die*. Other times his mode of attack has been limited, as when he fought the two thugs over the Contessa Teresa along a shoreline in *On Her Majesty's Secret Service*. Bond has even found himself without the help of gravity, as during the fight on Drax's space station in *Moonraker*.

These situations can be played out using the *James Bond 007* Game combat system, with only minor restrictions on actions and a few modifiers. You must have a fairly clear idea in your head of what the immediate environment is like in regard to water depth, rock and coral formations, as well as proximity of equipment and bulkheads.

Underwater Combat

The problem with underwater combat is the principle of equal and opposite reactions. Unless there are coral or rock formations to brace against, a thrown punch or kick becomes nothing more than a push. Both the attacker and victim are moved by the force of the blow and the damage is nullified.

- If you decide there is solid footing about, you should have each character make an Ease Factor 3 Diving roll to position himself before making his attack. He will be considered anchored unless the character moves or is Tripped by an opponent.
- In deeper water, where no such footing is available, an attacker can ram into an opponent. Ramming an opponent can only happen if the attacker had to move in more than ten feet to attack. (A character can cover about 20 feet by swimming in an Action

Round.) A ram is a kind of Specific Blow and the attacker receives the -2 Ease Factor modifier for moving during the round. To ram an opponent another time, the character must spend one Action Round to swim a distance away and another round to attack by ramming.

- When an attacker has no solid footing, all Hand-to-Hand Combat attacks are considered to be Specific Blows, so only one attack may be made each round. The first Specific Blow includes the attacker grabbing the opponent in order to get the leverage he needs. Because water slows down a thrown punch, an attacker must use a Specific Blow; a regular Kick or Punch has no effect. It is also impossible to Throw a Weapon underwater.
- An attacker may do a Disarm, Trip, Restrained, Rise, or Release as one of his Specific Blows underwater. He may not use the Specific Blow to increase damage or to Knock Out an opponent.
- Hand-to-Hand Damage done underwater is decreased by one Wound Level due to the cushioning effect of the water. Stabbing damage is not decreased because of the water. If the combatants are wearing wetsuits, Hand-to-Hand Damage is reduced by two levels and stabbing damage is reduced by one Wound Level.
- To remove a respirator from an opponent's mouth or his mask, in order to force him to the surface, requires a Disarm attack.

EXAMPLE: *Bond and Kananga are struggling in the pool. Bond tries for a kick attack. He receives a -2 Ease Factor modifier because it is considered a Specific Blow and a further -1 Ease Factor modifier because it is a kick, plus any other combat modifiers because of Kananga's Speed, Bond's condition, and the like. The result is a Quality Rating 2, which with a Damage Class*

of C (because it is a kick) would mean it is a Medium Wound. Since the attack was made underwater, the level is reduced to a Light Wound.

Shoreline Combat

Combat along a beach is a compromise between regular combat and underwater combat described above. You must decide how far into the water the combatants are. If they are in up to their waists, Punch attacks are treated normally while Kick attacks are treated as above. An attacker can Trip and then Restrain a victim to hold him under and try to drown him.

If the surf is violent enough, you can have the combatants try to make a DEX roll at an Ease Factor ranging from 3 to 6 to maintain their footing against the waves.

Drowning

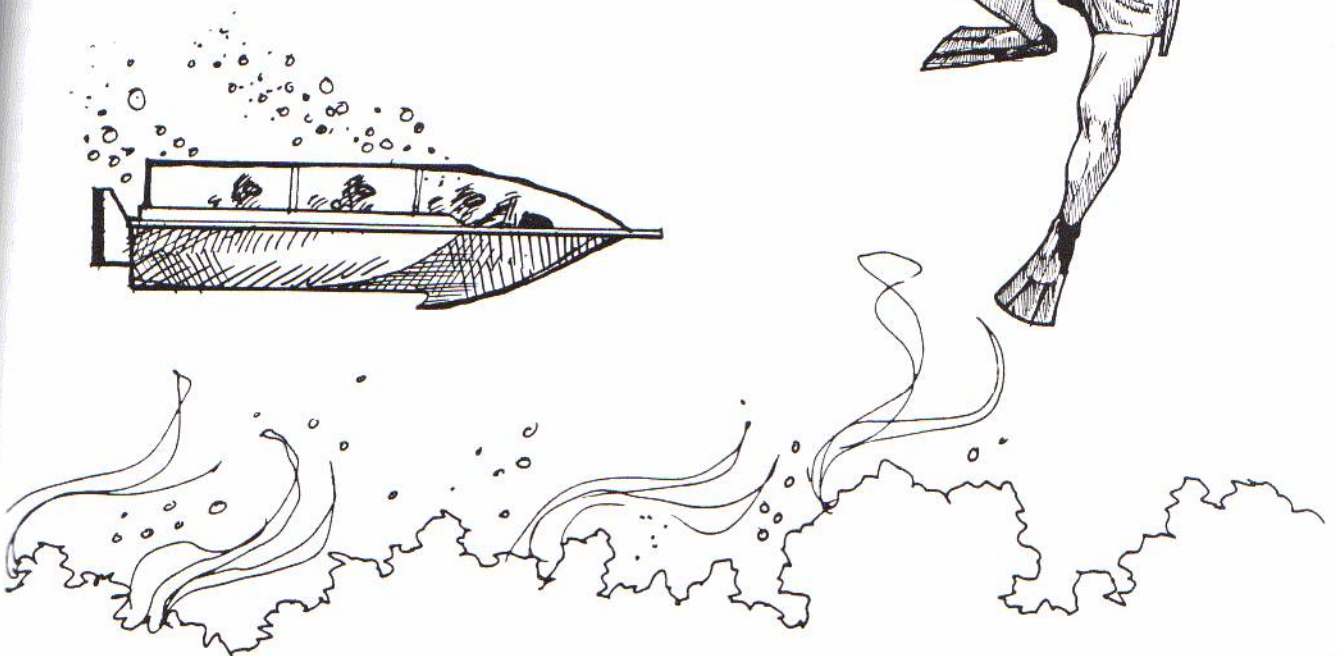
If a combat takes place near the water's surface, the combatants will be able to get air to keep from drowning. However, by Restraining an opponent, an attacker can hold a victim's head underwater or keep him from replacing his respirator and thus cause him to drown.

The Base Time a character can hold his breath is equal to 4 Action Rounds plus a number of rounds equal to his Skill Level for Diving. This assumes the character has had time to take a breath. If the character has been taken by surprise, the Skill Level for Diving should not be added. After this amount of time he begins taking Drowning Damage. Drowning Damage is equivalent to taking a Light Wound every round, with all accompanying Pain Resistance rolls. If the character fails a Pain Resistance, he begins taking Heavy Wounds every round.

In an underwater fight without scuba equipment, the character must surface sometime before his time is up, so you should note the maximum number of rounds he can stay under and begin a countdown as the fight progresses. Once the character replenishes his air supply, you should restart the countdown from the maximum number of rounds.

A character with scuba equipment can stay down as long as the equipment allows (see Chapter 11 of the Basic Game). To interrupt the air supply, the respirator can be removed by using a Disarm. The airhose also can be cut by an attacker with a knife. This is considered a Specific Blow, and the attacker must roll a Quality Rating 1 or 2 result to have sliced through the airhose. (Modern airhoses are made out of tough polymers.) If either attack is made with surprise, the victim has only 4 Action Rounds to make it to the surface or replace the respirator before beginning to take Drowning Damage. If there is no surprise, the victim may stay under for the maximum time he can hold his breath.

When a mask or respirator is ripped off in a surprise attack, the victim must make an Ease Factor 7 WIL roll before being able to take further action.



Weightless Combat

Hand-To-Hand Combat in a weightless environment is subject to the same rules as underwater combat, regarding having to grab an opponent and each attack being a Specific Blow. There is no reduction in Wound Levels, opponents can be Knocked Out, and the attacker can use a Specific Blow for more damage.

Moving in a weightless environment is a tad tricky. As in underwater situations you must have a clear idea of the interior of the ship or space station to be able to tell where objects are in relation to the characters.

The rate at which one can "swim" through the atmosphere is negligible. The most effective way to move, without some mechanical help, is to push off from a solid base. For the sake of efficiency, the characters are considered to be able to move as far and as fast using this method as they could running on the ground in ordinary combat. The person will continue moving in any direction he launches himself, until he hits something or grabs something to change his direction. Moving hand over hand is fairly efficient but takes longer than regular movement.

An unbraced person firing a weapon will begin spinning. He will continue to spin for a number of Action Rounds, based on the Damage Class of his weapon. After one round of spinning, the character may stop himself by making an Ease Factor 4 DEX roll (the Field of Experience of Space Sciences allows the character to stop himself automatically).

Note: In general, Fire Combat should be discouraged in such environments since the effects of misses can be devastating (see below). The actual movement of a character firing a weapon in a weightless environment is a complex mathematical arrangement of vectors and momentum. For purposes of the game, spinning should suffice.

WEIGHTLESS SPINNING CHART

WEAPON DAMAGE CLASS	ACTION ROUNDS SPENT SPINNING
E-F	2
G-H	4
I-J	6
K-L	8

A bullet or missile projectile which misses its target can pierce the side of the space station or vehi-

cle. Measure or estimate the range to the wall from the firer, make a separate roll to see if the projectile hits, and determine the damage done. Remember to take into account the Structure Points of the vehicle and refer to the Wound Adjustment Chart on page 48 of the Basic Book. All space vehicles have the same Wound Adjustment as steel.

If the result of this second roll is a *Kill*, the wall has been punctured. If this occurs, the decompression will collapse the wall and pull everything not bolted down into space. Characters suddenly thrust into the vacuum of space or whose pressure suits are torn have two Action Rounds (either in a chase or in combat) to start repressurizing before they become unconscious and die. To repressurize, the character must go to an airlock or other facility and activate the pressure controls by the end of the second round.

Characters who black out may still be saved if their bodies are recovered before being exposed to the vacuum for over 60 seconds. The exposed character must be placed in rapid recompression to simulate a pressure of .25 atmospheres (the same pressure as at 33,000 feet) before the 60 seconds are up. Then he must be repressurized slowly to avoid any painful after-effects. Even if this procedure is done in time, the character must make a roll to survive the shock of exposure. The Primary Chance for surviving is $(WIL + STR)/2$, with the Ease Factor depending on the length of exposure (see the Exposure Chart below). Failing this roll means the character has died from shock. Even if the character survives, he will sustain some damage. Use the Exposure Chart to determine the chance of surviving and the amount of damage sustained (which is based upon the Quality Rating of the survival roll).

EXPOSURE CHART

EXPOSURE TIME	SURVIVAL EASE FACTOR	QUALITY RATING	
		4,3	2,1
1-15 seconds	10	LW	None
16-30 seconds	8	MW	LW
31-45 seconds	4	HW	MW
46-60 seconds	2	IN	HW

(Special thanks to Dr. Henry Bielstein, Chief of Operational Medicine, Life Sciences Division for NASA, for his valuable aid and technical assistance in the Weightless Combat rules development.)

Brainwashing



Those groups and individuals who are opposed to M.I.6 will use many sinister tools in their attempts to subvert and weaken the British Secret Service. One tool that has proved effective on several occasions is brainwashing. Should an M.I.6 agent fall into enemy hands, he may find himself being "remolded" into a person more useful to the opposition. Thus, a Player Character who remains a captive of hostile forces at the end of a mission becomes a good candidate for brainwashing, rather than simple elimination by execution.

In a similar manner, M.I.6 has sometimes found it useful to employ brainwashing in order to combat their enemies. The most frequently used method is to brainwash a captured enemy and send him back to the opposition with the purpose of obtaining information for M.I.6.

Not only is brainwashing an important method for obtaining information about the enemy, it may also be used to fulfill an action in such a way that the brainwasher will not be suspected. As an example, TAROT might brainwash a Civilian into doing something that will benefit the organization without the Civilian knowing the true nature of his actions, such as delivering a package to the United Nations that is really a disguised bomb. Such an elaborate charade is necessary because it would be difficult to force a person to do something which goes against his principles, morals or loyalties.

Brainwashing consists of breaking a person's Willpower through such means as torture, sensory deprivation, behavior modification, drugs and hypnosis. The object is to make the person dependent in some way on the brainwasher and then to implant some instruction which the person has no choice but to obey. Once the victim is brainwashed, he is sent to perform his mission.

How to Brainwash

The use of brainwashing in the *James Bond 007* Game will be heavily influenced both by your style as a GM and by the role-playing abilities of your players. The more you and your players individualize the NPCs and characters (see Chapter 3, *Fleshing Out Characters*), the more easily you will be able to use brainwashing as a subtle play mechanism. On the other hand, if your players tend to use their characters primarily as information gatherers, but give them no sense of personality, you will have to be more blatant with the effects of brainwashing.

BRAINWASHING

BASE TIME:	8 days
SUCCESS:	Determined by the Quality Rating (see Brainwashing Chart, below)
INFORMATION:	Does not apply.
REPAIR:	Does not apply.

Brainwashing is not a skill. It may be performed by any character who has the Torture or Interrogation skill. The Base Time for a brainwashing attempt is 8 days. To resolve a brainwashing attempt, roll using the captor's Torture or Interrogation skill at an Ease Factor of 5. Refer to the Brainwashing Chart and cross-reference the Quality Rating of the attempt with the victim's Willpower. The chart will indicate whether or not the attempt was successful and the level of success. A character may expend Hero or Survival Points to change the Quality Rating of the brainwashing attempt.

BRAINWASHING CHART

WIL OF VICTIM	FAILURE	Quality Rating			
		4	3	2	1
1-5	F	G1	G2	S	S
6-8	F	G1	G2	G2	S
9-11	F	G1	G2	G2	G2
12-13	F	G1	G1	G2	G2
14	F	F	G1	G2	G2
15	F	F	F	G1	G2

Key:

F=Failure; the brainwashing attempt did not take. In addition, any "G2" result still pending is cancelled.

G1=General Condition One; the brainwashing has succeeded and a General Condition may be specified for the brainwashed character. This result may be ignored at the option of the captor in order to re-roll once on the Brainwashing Chart in hopes of obtaining a better result.

G2=General Condition Two; the brainwashing attempt succeeds and a General Condition may be given to the victim. In addition, the captor may elect another brainwash attempt; if another "G2" or "S" result is obtained before an "F," the brainwash result is converted into an "S" result. A "G1" result has no effect on the eventual outcome of a pending "G2" result, unless the captor chooses to accept the "G1" result.

S=Success; the brainwashing attempt is a total success. A General Condition may be specified for the victim and a Specific Instruction as well.

A brainwashing attempt uses any Ease Factor modifiers that apply to the Torture or Interrogation skill being used in the task. In addition, there are other Ease Factor modifiers for a brainwashing attempt that are applied cumulatively to the those of the skill being used.

Brainwash Modifiers:

EASE FACTOR MODIFIER	REASON
+2	The victim has amnesia
+1	The victim has been brainwashed before by the same captor
-3	The victim has completely recovered from a prior brainwashing without psychiatric aid or other medical assistance

Interrogation Modifiers:

EASE FACTOR MODIFIER	REASON
+2	Victim is exhausted
+1	For each Interrogation attempt after the first
-2	Interrogator is exhausted

Torture Modifiers:

EASE FACTOR MODIFIER	REASON
+1	Victim has a Light Wound
-1	Victim has a Medium Wound
-3	Victim has a Heavy Wound

GENERAL CONDITIONS

A General Condition is a pervasive change in the psychological makeup of the brainwashed character. The change is noticeable to anyone more than casually acquainted with the victim. The character himself is aware of the new state and, if confronted, will acknowledge the change from his former self. However, he will vehemently deny that the change is not voluntary and will have a ready rationalization to explain his change in behavior. (This explanation will most likely be provided by the captor.) Only one General Condition can be implanted in a victim at any one time.

A General Condition can include such changes as a marked turnabout in the character's interactions with others, a new phobia, and a new interest or hobby carried to the point of obsession. For instance, a player might have his character start acting decidedly cooler towards his colleagues or interfere with their actions against a member of the enemy organization that brainwashed him. In a game situation where Miss Moneypenny had been brainwashed, you might have her give a cold shoulder to Bond. The character might reveal a new weakness, such as a fear of snakes or firearms. He might also become absorbed with a new Field of Experience to the point of not fulfilling his duties at M.I.6.

AMNESIA

One special General Condition is amnesia. The effects of amnesia can be total (the identity of the victim is completely erased) or selective (portions of the character's memory are removed). It is up to the brainwasher to determine the extent of the amnesia. In either case, however, all skills and abilities of the character remain. Whether or not Fields of Experience are also wiped out is up to the brainwasher. As a general guideline, the Fields of Experience will be preserved in 70% of all attempts to induce amnesia.

Amnesia might be instilled for any number of reasons. One straightforward reason would be for a villain to eliminate a Player Character's knowledge of recent events and persons encountered. For example, if Goldfinger was not on such a tight timetable for Operation Grand Slam, he might have chosen to eliminate Bond's memory, rather than having to cart 007 around with him. A more devious reason would be for a villain to brainwash one of his own followers to replace a captured M.I.6 agent and then instill amnesia to forget the brainwashing and the villain. The impostor would then not be able to reveal anything about the villain and could complete a Specific Instruction implanted in him.

SPECIFIC INSTRUCTIONS

A Specific Instruction is a precise task assigned to the brainwashed victim. The victim is not aware of the instruction until a situation arises which triggers him to act. The trigger must be something specific —

a smell, a phrase, the sight of a person — which then makes the victim perform his assigned task. The order will lie dormant in the victim until the trigger occurs, and the character will be totally unaware of the Specific Instruction if he should be questioned.

Some example of Specific Instruction are assassinating an M.I.6 official as soon as the brainwashed character sees him, stealing a certain military secret, or replacing a specific file in the personnel records of M.I.6. The Specific Instruction can be carried out only once, and it must be directed at a specific target. There is no limit to the number of Specific Instructions which may be implanted in a character (each Specific Instruction requires a successful roll on the Brainwash Chart). Multiple Specific Instructions are executed in the order in which they are triggered, not necessarily in the order they were implanted. The limiting factor on Multiple Specific Instructions is the time available to do the brainwashing.

There is one Specific Instruction a character can attempt to resist once it is implanted. If the instruction is to commit suicide or to injure or incapacitate oneself permanently, it may be resisted if the victim successfully makes an Ease Factor 6 WIL roll. This roll is made the moment the instruction is triggered.

Recovery from Brainwashing

A brainwash victim can recover from his condition in two ways: He can be cured by medical help or he can cure himself. It requires a month in a hospital for a character to recover from a General Condition induced by brainwashing. In addition, if a character has Specific Instructions that have not been carried out, he must spend an additional month in the hospital to dig out and eliminate each instruction.

The victim can otherwise recover on his own. Every 30 days after a successful brainwashing, the character gets to make one recovery roll. This roll is made every 30 days until the victim completely recovers. In addition, one recovery roll is performed immediately upon the completion of a Specific Instruction or upon making a successful Ease Factor 6 WIL roll to withstand a suicide or self-damage command.

The recovery roll is made at an Ease Factor 5, and the Primary Chance is equal to the sum of the victim's INT and WIL. There is no applicable Base Time to the recovery roll. Hero and Survival Points can not be used to improve the Quality Rating of a recovery roll. The amount of recovery depends on the Quality Rating of the roll. Use the Skill Use Chart on page 32 of the Basic Game. The percentage of Information for a particular Quality Rating is equal to the percentage of recovery. Thus, if the victim rolls a Quality Rating 4, he is 50% recovered.

Recovery rolls can be made until the victim is completely recovered, which occurs with a Quality Rating 1. Recovery rolls are not cumulative, and new recovery rolls cannot lessen the degree of recovery from previous rolls. Thus, a victim who is 75% recov-

ered and receives a Quality Rating 4 recovery roll (indicating 50% recovery) would still be 75% recovered.

In the case of 100% recovery, any General Condition and Specific Instructions are erased. In situations where the character is only partially recovered, the General Condition and Specific Instructions can still apply. The victim rolls D100 in such a situation. If the roll is less than or equal to the degree of recovery, the victim may act on his own volition. If the roll is greater than the degree of recovery, the victim acts according to the dictates of the General Condition or Specific Instruction.

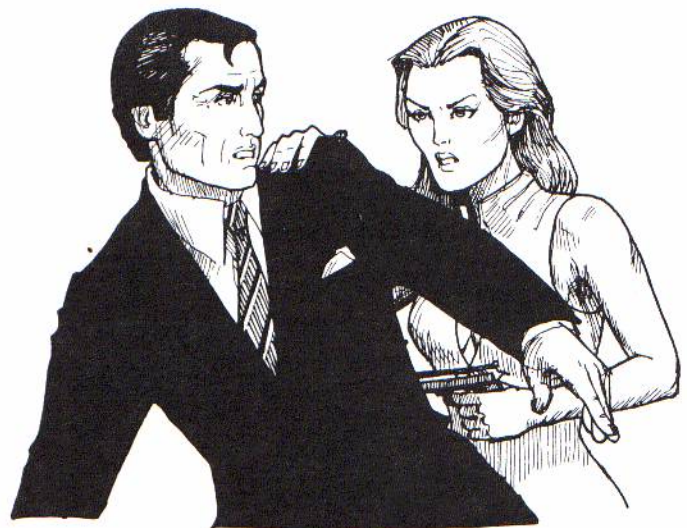
The following modifiers are applied to the recovery rolls:

EASE FACTOR MODIFIER	REASON
+1	The victim has made at least one previous recovery roll
+2	The victim has successfully resisted one Specific Instruction

A character who is still completely brainwashed and who has been given a Specific Instruction to harm another character may be Persuaded not to carry out the instruction. The other character must make a Persuasion attempt and receive a Quality Rating 1 (no Hero or Survival Points can be used to alter the Quality Rating of this roll) to convince the brainwash victim not to perform the instruction. On any other Quality Rating, the brainwashed character will perform the Specific Instruction given him.

Examples of Brainwashing

In *On Her Majesty's Secret Service*, the young ladies at Piz Gloria, ostensibly there to overcome allergies, are in fact being brainwashed. The General Condition implanted is for them to overcome their allergies, and the Specific Instruction they are given is to release a deadly virus around the world upon receiving radio instruction. Fortunately, the plan is uncovered before the women carry out their Specific Instruction.



In another example, an M.I.6 agent, Michael Herman, is on a three-week vacation in Switzerland. He is captured by Rosa Klebb who intends to use Herman to eliminate James Bond. Klebb's Primary Chance for Torture is 28 (see the *James Bond 007* Basic Game, page 128), and Herman's Willpower is 8. On her first attempt at brainwashing, she gets a Quality Rating 2, resulting in a "G2" result on the Brainwashing Chart. Herman expends his three Hero Points to change the result to a Failure. The time involved in the attempt was 24 days (the Base Time of 8 days multiplied by three).

Klebb makes another brainwashing attempt (receiving a +1 Ease Factor modifier for inflicting a Light Wound during the first attempt). This time the result is a Quality Rating 1. Herman has no more Hero Points available, and so the result of the brainwash is an "S" (success). The brainwashing took two extra days (the Base Time of 8 days multiplied by one quarter). Herman is given the General Condition of forgetting his capture and brainwashing, and a Specific Instruction to shoot James Bond as soon as Herman sees him.

Herman returns from his vacation five days late with the excuse that he has been investigating the sighting of Auric Goldfinger in Berne. Bond is away on another assignment and so the Specific Instruction remains buried in Herman while he is sent on a different mission. On the thirtieth day after the brainwashing, Herman makes a recovery roll and receives a Quality Rating 4 (he is 50% recovered).

A week later, Herman finally bumps into Bond in London. He immediately draws his gun to shoot. The D100 roll is a 48, and so Herman manages to stop himself in time. He does not make an immediate recovery roll this time because he did not complete his Specific Instruction. Bond proceeds to overcome Herman, alerts M to his condition, and takes him to the hospital for medical treatment. A month later,

Herman recovers completely while under treatment and swears to track down Klebb.

It is strongly recommended that brainwashing be used only with experienced players and that Player Characters be brainwashed rarely. The changes in the character will often be subtle, and it will take an experienced player to pull off such minor changes. If the player is amenable to playing a brainwashed character, you and he should get together to determine what personality quirks will be different (for example, a brainwashed Bond character might forget to flip his hat onto the coat rack when entering Miss Money Penny's office or ask for a martini "stirred not shaken"). You will also have to decide what other effects — new weaknesses or Fields of Experience — the brainwashing has had on the character.

There is some danger in using brainwashing too freely. The other Player Characters will be wary of any agent who has disappeared for some time, and may either blast that character away or send him to a hospital immediately for medical treatment — even if the character was not actually brainwashed.

You may find it more useful to have NPCs brainwashed instead of the Player Characters. You can either use the procedure outlined above for brainwashing such an NPC or simply role-play the character after the brainwashing has been completed.

There will be some players who refuse to play a brainwashed character. Depending on the friendliness of the group, the brainwashing should then be ignored, but the player given a penalty in Experience Points for his refusal to play the character. Conversely, a player who role-plays a brainwashed character well should be granted a maximum Experience Point bonus for role-playing each session in which the effects of brainwashing come into play.

Undercover Work and Impostors



Undercover Assignments

There will be times when a character will assume the identity of another person for an extended period of time. Bond has often done this kind of undercover work, taking on a false identity or name to gain access to installations or information. He has, at various times, been Sir Hilary Bray, noted genealogist (*On Her Majesty's Secret Service*); Robert Sterling, oceanologist (*The Spy Who Loved Me*); and Colonel Toro (*Octopussy*). His most intricate cover assignment, though, was when he became a Japanese fisherman (*You Only Live Twice*). Of course, these type of charades usually last no longer than one mission. More often than not, they are only a small part of the mission.

As opposed to spur-of-the-moment Disguises assumed in the field (Bond putting on a lab coat and passing himself off as Klaus Hergerscheimer in *Diamonds Are Forever*), undercover assignments usually are planned out in advance. The character is briefed on the background and data of his phony identity, receives the appropriate identification papers from Q Branch, and, if necessary, is made up with latex appliances. This sort of preparation takes time. If the character has taken more than one day in setting up his cover, he gets a +2 Ease Factor modifier for each day spent preparing on any rolls detailed in this chapter which pertain to his cover. The urgent nature of the missions characters receive will usually limit the number of days of preparation.

The use of these undercover rules are limited to those NPCs who receive a Fame roll when meeting a Player Character. As catalogued in Chapter 8 of the Basic Book, these NPCs include members of enemy organizations (you can broaden this to include Fellow Secret Agents, both allies and enemies), Major Villains, and Privileged Henchmen. All others will accept the Player Character's cover until the

character does something that obviously compromises his cover. (If the Player Character, posing as a great scientist, were to pick up an Uzi and begin blasting the lab, it is a safe assumption that the Guard and Soldier types would be a little suspicious.) While Beautiful Foils, Civilians, and Technicians do not get Fame rolls, they should certainly become suspicious if the character goes against his cover, but they would not get any Critical Points, which are explained below.

ESTABLISHING A COVER

When a character goes undercover, he must decide whether he is going to use Disguise or not. In the above examples Bond was certainly using his Disguise skill when he posed as Bray, Toro, and the Japanese fisherman. But he was not using Disguise when he met with Stromberg as the oceanologist Sterling. That is, he wore no glasses, eye-pieces, mustaches or anything else that would attempt to change his appearance. The decision whether to wear a disguise (and thus use the Disguise skill) or not should be left to the players. Usually, the need for a disguise will be obvious. If you feel the characters need one but they have decided against it, you may make the suggestion through an NPC.

The following explanation will be accompanied by a running example, illustrating the use of the different steps involved in an undercover assignment. First, there are the rules concerning going undercover without the benefit of a disguise. Afterward, the changes when using the Disguise skill will be detailed.

If no disguise is used, the encounter with the NPC is treated as any other encounter in the game. The NPC gets the standard PER roll using the Fame Point rules. If the Fame roll result was an "N" (the NPC does not recognize the Player Character), the

NPC accepts the character as the person he is posing as. If the result was a "Y," the NPC recognizes the character for whom he really is.

If the result is a "?," the character must make a Persuasion attempt to convince the NPC he is whom he says he is. If the result of the Persuasion attempt is a "Y," the character has succeeded in convincing the NPC, and has kept his cover intact. If the result is a "N," the character's cover is blown. If the result of the Persuasion is a "?," the NPC is suspicious but not sure.

EXAMPLE: Bond presents himself as Robert Sterling at Karl Stromberg's laboratory at sea. At his first meeting with Stromberg, you, the GM, make an Ease Factor 5 PER roll for Stromberg against Bond's Fame Point total (148). Stromberg's PER is 10, so the Success Chance is 50. The dice roll is a 24, for a Quality Rating of 3. Checking the Fame Chart on page 73 of the Basic Book, you find this is a "?" result. You tell the player that Stromberg seems a bit suspicious and that Bond should make a Persuasion attempt to waylay any doubts. Bond must make an Ease Factor 5 Charisma roll to do this. Bond's Success Chance for this attempt is 140, and the player rolls a 13, for a Quality Rating 1. By cross-referencing this Quality Rating against Stromberg's WIL of 12 on the Persuasion Chart on page 63 of the Basic Book, you find a "?" result. Stromberg still has suspicions.

Note: The Persuasion attempt in the above example does not mean the character went to great verbal lengths to argue his authenticity. The Persuasion may have taken the form of self-confidence, body language, and a few well-chosen phrases to influence the NPC. Also, the Persuasion attempt can be modified according to Stromberg's reaction to "Robert Sterling," since he is not sure it is Bond. Since Stromberg is a Major Villain, you should have pre-determined his reaction to Sterling.

CRITICAL POINTS

When the result of the Persuasion attempt is a "?," the NPC will attempt to cement or dispel his suspicions by trying to trap the Player Character into blowing his cover and exposing himself. He will do this by asking certain difficult questions or trying to trip up the character, or by giving the character a task to perform which the real person whose identity the character has assumed is very good at. These traps are called Critical Points, because they can make or break the cover.

The number of Critical Points with which the NPC confronts the character is equal to the Quality Rating of the Persuasion roll that gave the "?" result. A "Y" result means there will be no deliberate Critical Points (although the character can blow his cover without these traps, as outlined below). An "N" means the character's cover is blown and the NPC will act accordingly (see NPC Repercussions, below).

When the Critical Point is a task, the character must roll using the appropriate skill as outline in the Skills chapter of the Basic Book. If the Critical

Point is a highly technical or trick question, as is usually the case, you do not need an advanced degree in the subject at hand to role-play the consequences. Merely tell the player that the NPC has thrown in a highly technical question and that he must roll against the appropriate skill at an Ease Factor 3 to see if his character can answer it.

EXAMPLE: Stromberg is still suspicious. Because the Quality Rating of Bond's Persuasion was 1, you should allow Stromberg only one chance to trip up Bond. To find out the truth, Stromberg poses a question involving the naming of a certain species of fish to "Robert Sterling." You have Bond roll against his Science skill at an Ease Factor 3. With a Success Chance of 54, the dice roll of 21 results in a Quality Rating of 3. Bond indeed does identify the fish and maintains his cover. Stromberg, still suspicious, but without proof, bids "Robert Sterling" farewell.

Note: In the movie, Bond was able to maintain his cover by correctly identifying the Pterois Volitans and mentioning that its dorsal spines are laden with a deadly poison. His cover was blown a few minutes after he left Stromberg, however, because Jaws came in and identified Bond as an agent of Her Majesty's Secret Service. There are some things even a "00" cannot control.

DISGUISE IN AN UNDERCOVER MISSION

If the character is using a disguise in his undercover capacity, he is assumed to be a *specific person*. You start off by following the standard rules for Disguise as outlined under that skill on page 35 of the Basic Book. If an NPC the character encounters is familiar with the original person, that NPC gets the usual PER roll to penetrate the disguise. All other NPCs will just accept the character as the person he claims to be.

If the PER roll result is a failure, the NPC does not see through the disguise and accepts the character at face value. If the result was a Quality Rating 4 or better, the NPC will pose 3 Critical Points to test the authenticity of the character's cover.

In *Octopussy*, Bond's Disguise roll to look like Colonel Toro was a Quality Rating 1, since he managed to get by the subordinate officers on the base and the gate guard (the common soldier would hardly be anything more than a casual observer). In *You Only Live Twice*, Bond's disguise as a Japanese fisherman was another Quality Rating of 1 since no one questioned it. (For the sake of undercover assignments, treat any Disguise attempt as a member of a different race as *specific*, not *generic*.) In *On Her Majesty's Secret Service*, the Major Villain had never met Sir Hilary Bray and therefore just accepted Bond in his disguise.

Critical Points may also test Abilities. When Red Grant was trying to pass himself off as Captain Nash, he ordered chianti with his Dover sole rather than a white wine. (The man is obviously a barbarian.) In the game, this resulted because Grant does not have the Connoisseur ability.

If you are using the Fields of Experience rules, a Field takes precedence over any roll. In the above example with Stromberg, if Bond had the Field of Biology/Biochemistry, there would have been no roll involved, since he would automatically have identified the fish.

Note: The Field of Experience cannot replace the need for the initial Persuasion or Disguise roll. It applies only to actions taken after the new identity is established. When Bond assumed the guise of Colonel Toro, he still had to roll using his Disguise skill to make sure he had the right uniform, medals, and insignia of rank, despite his having the Field of Military Science. The Field, though, would let him automatically reel off the military rules and regulations, or prevent a mistake in military decorum when addressing a superior officer.

BLOWING A CHARACTER'S COVER

There are a number of ways for a character's cover to be blown. First and foremost, the character may fail at the task or in answering a question at a Critical Point during his mission. Once he fails to perform a task or answer a question, his cover is blown.

When the NPC has no reason to suspect the character, there is still a chance the character will blow his own cover. For every day the character is undercover, you should have the character make an Ease Factor 7 roll using the appropriate skill or characteristic. If the character is posing as a native of a foreign country, one (or all) of the rolls would be made using the Local Customs skill. If this roll is a failure, the cover is blown.

EXAMPLE: When Bond posed as Sir Hilary Bray, he would have to make a number of Ease Factor 7 INT rolls, since there is no skill that would cover a knowledge of genealogy. During the course of the mission, he failed at one of the rolls necessary to maintain his cover. In the movie, Bond blew his cover when he stated the de Bleuchamp tombs were in the Augsburg Cathedral. The tombs are actually in the Saint Anna Kirche.

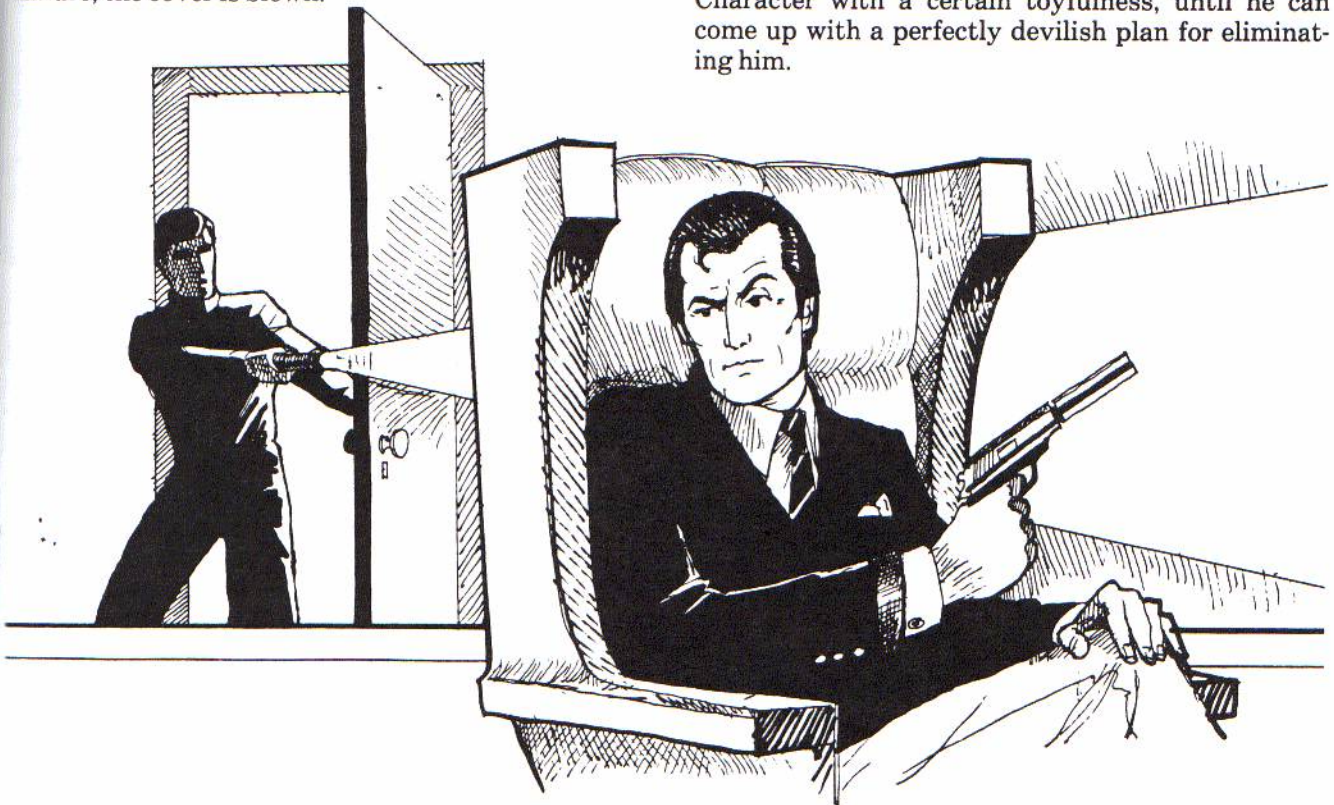
The same rule concerning Fields of Experience applies here as for Critical Points, above. The Fields always supersede the need for a roll. (Bond might have blown up that guidance system in *Octopussy* except that the real Colonel Toro managed to see through his disguise.)

NPC REPERCUSSIONS

In the James Bond world a blown cover does not mean the NPC has the character dragged off in irons or shot on the spot. If the NPC who uncovers a Player Character is a minion of the Major Villain, he will probably unmask the character to his employer. He will probably not take any direct action himself.

If the NPC is the Major Villain, he may indulge in a cat-and-mouse game with the character, or attempt to entrap the character so he can gloat over how cleverly he penetrated the character's cover and then regale the character with his brilliant scheme and dreams of power. Then he will then seek a creative method of disposing of the character.

In either case, a Player Character will not immediately be killed. The megalomania of Bond's adversaries precludes such rash actions. A Major Villain will enjoy such a game of wits and will treat a Player Character with a certain toyfulness, until he can come up with a perfectly devilish plan for eliminating him.



Impostors

Impostors are operatives who infiltrate enemy organizations by taking on the identity of someone already in that organization. They may do this to gain access to highly secret information or to commit acts of sabotage, assassination and espionage.

Introducing an Impostor into an established campaign can be beneficial, if handled properly. It adds a new dimension to the campaign and helps maintain player interest. It can revitalize a campaign that has fallen into a rut. It will certainly prove an object lesson to players who have become smug and complacent, or have acquired the notion that their fellow players' actions are predictable.

Unlike agents working undercover, Impostors have invested considerable time and energy in assuming another person's identity. They have spent months submitting to plastic surgery, voice training, and memorizing each idiosyncrasy of the person they are to impersonate. Impostors are usually reserved for delicate and highly secret missions where brain is stressed over brawn.

The Impostor, therefore, is not subject to the Critical Points as an agent working undercover is. Such a detailed impersonation can only be detected through the role-playing of the impersonator. It is recommended that Impostors should only be used in experienced groups — that is, by players and GMs who have fleshed out and individualized their characters and NPCs. You should choose your best and most experienced player to run the Impostor — one whose character has a well-developed personality. Without a well-established set of traits as a point of comparison, the other players stand little chance of uncovering the ruthless Impostor without undue GM intervention. Such traits might include smoking a certain cigar, having a pet name for Moneypenny or Penelope Smallbone or for another Player Character, or even tossing one's hat onto Moneypenny's coat rack.

These traits should be played consistently so the other players become well aware of the character's personality. Otherwise, the players might be wont to shrug off any irregularities in a character as a lapse in role-playing, rather than as a change in the character. It is also strongly recommended that only one Impostor be played at any given time, and that Impostors be used sparingly. Impostors can add a good deal of spice to a campaign if they are the rare occurrence. Regular appearances by Impostors will result in the characters continuously eyeing one another with suspicion, and the concept of trust among the players and towards the GM will become a cherished memory.

It would be very rare that a Player Character would have the time to go through this procedure in order to impersonate an NPC. So Impostors, when they are used, will most likely be NPC enemy agents sent in to take a character's place or another NPC's place. It is possible for a Player Character to become

an Impostor, but the detection of an Impostor depends on differences in how the character is played. Trying to apply these guidelines to impersonating an NPC to other NPCs would be very difficult for you to play out.

CREATING IMPOSTORS

The Impostor's characteristics, skills, and Skill Levels should differ from those of the original NPC or Player Character. The following Impostor Creation Chart can be used as a guideline for deciding how different these qualities should be.

IMPOSTOR CREATION CHART

FAME POINTS + D100	Characteristic Points		Skills	
	GAINED	LOST	CHANGED	LOST
01-40	7	8	-9/+12	3
41-80	5	5	-7/+6	2
81-95	2	2	-5/+5	2
96-110	1	2	-4/+3	2
111-135	0	1	-3/+3	1
136 or more	0	0	-2/+2	1

Key:

Fame Points + D100 Roll: The sum of a D100 roll and the original character's Fame Point total.

Characteristic Points Gained/Lost: The number of points you should add to or take away from the characteristics of the original to arrive at the characteristics of the Impostor. The Impostor's characteristics should never exceed the game's maximums, nor go below 5. You cannot add and subtract from the same characteristic.

Skills Changed: The number of Skill Levels you should add on and take away from the Skill Levels of the original to get the Skill Levels for the Impostor. The new Skill Levels cannot exceed the applicable characteristic by two. You cannot add and subtract levels from the same skill.

Skills Lost: Since no impersonation is perfect, the Impostor will probably have fewer skills than the original. (At your option, you may also give the Impostor skills with high levels that the original did not have. These suddenly acquired expertises will certainly sow the seeds of suspicion among the other players.)

PREPARING FOR AN IMPOSTOR

The first things to consider is what the Impostor's mission is — that is, why his employers have spent so much time and money in order to get the Impostor to look and act like someone else. This reason should be detailed well in advance. Is he being sent in to murder M, or to microfilm sensitive papers, or to get his hands on the new M.I.6 scrambling device? Whatever his reason for existing, it should not be a long-range one. However, the Impostor should be around long enough for the other players to have a

chance to catch on. The longest an Impostor should be in the campaign is three missions.

The next consideration is whose place the Impostor will take. If the Impostor has taken the place of an NPC, it should be one whose personality you have fleshed out over the course of your campaign. The players will then have a chance to suspect the Impostor, based on your role-playing of him. An Impostor may have mastered Bond's preference for shaken, not stirred martinis, but may have overlooked his habit of tossing his hat onto the coat rack in Money Penny's office. An Impostor might also be sent in to replace Q in order to microfilm the plans for M.I.6 special equipment. In this case the Impostor may not know how exasperated the real Q gets whenever he deals with flippant characters.

An Impostor taking the place of a Player Character is another matter. In this case you must choose a player who you believe can role-play the subtle differences. Above all else, you must be sure the player will cooperate. If the player is not happy about his character being spirited away and replaced with an Impostor (even for a short time), the Impostor will not be properly role-played.

You will have to share with the player all the information relating to this Impostor, and possible flaws in his impersonation (certain mannerisms the Impostor has overlooked). The player will also have to be fully briefed on the Impostor's mission and who the Impostor is working for.

While you should decide on the Impostor's characteristics, skills, and Skill Levels (using the Impostor Creation Chart above), the player should fill out the Character Record. The other players may recognize your handwriting, which would not do at all. You and the player may wish to play out the scene wherein his character is captured and run several one-on-one adventures as his character tries to escape. The usual outcome of these substitutions, though, will be the other Player Characters spearheading a rescue mission after they have uncovered the Impostor.

Note: The player running the Impostor should receive Experience Points during the time of substitution. These points can be used by his character, but only after his character has escaped or been rescued.

INTRODUCING THE IMPOSTOR

The introduction of the Impostor can be handled in several ways. The substitution could occur while

the character is convalescing from a Heavy Wound or Incapacitation. Otherwise, the Player Character could go on holiday, during which he is kidnapped and the Impostor substituted. In the latter case, you should establish the precedent that characters are sent on regular holidays, because suddenly announcing this fact out of clear air would certainly arouse the suspicions of players.

The smoothest way to introduce an Impostor is in the middle of a mission. By separating the characters, you can isolate the character to be impersonated. Then have that character waylaid and the Impostor take his place. You should have talked to the player in question beforehand about the substitution, but do not tell the player in which mission the substitution will take place. This way he will not know if the attempt is the one you agreed on or another that may cost him his character.

When the substitution is made, merely ask the player if you could look at his Character Record and, while you have it behind your screen or below table height, switch it with the one you had him fill out for the Impostor. If you have made some mark in a corner of the record, the player will know the substitution has been made. This eliminates the tiresome device of taking the player in another room, which only serves to add fuel to the other players' suspicions.

DETECTING AN IMPOSTOR

If the players are not picking up on the role-played clues, you should give them an Ease Factor 5 PER roll every time the Impostor fails because he lacks a skill the original had, or when the Impostor does something different from the original, personality-wise. They may then launch their own investigation, involving tailing the Impostor, attempting to verify his fingerprints, or the like.

If two characters have become intimately involved and one of them has been substituted, the other character should receive an Ease Factor 5 Sixth Sense roll to notice "something odd" about the Impostor during their first time alone together. If the roll is successful, the character will not be able to point to anything definite, but just have a feeling something is wrong.

Should the characters confide in M about their suspicions, you should be ready to make the exposure of the Impostor a separate mission. You will probably want to combine this mission with the rescue of the original character.

Real-World Intelligence Agencies



The *James Bond 007* Game deals almost exclusively with the British Secret Service. This chapter gives an overview of the major intelligence agencies around the world to help you role-play NPCs from these agencies who may come in contact with the Player Characters. Felix Leiter, for instance, works for the C.I.A. and Anya Amasova for the KGB. It is possible that a player may wish to play one of these characters or another character from a different agency. Included with the descriptions of the agencies are notes about the differing abilities of each agency and how they are reflected in game mechanics.

Note: This chapter is not meant to be a detailed study of the various agencies described below. It is meant to be used as a guide to help you play NPCs of these agencies more realistically and to expand the range of agent types your players may wish to create. The interrelationships of the agencies described below is how they work in the real world and not in the world of James Bond.

Intelligence and Counterintelligence Agencies

Since World War II, intelligence agencies have played an important role in gathering information about events around the world and thereby helping to maintain national security. Nations have always needed to know what other nations are up to, and until recently, most intelligence activities were carried out by operatives infiltrating other nations or by contacts inside other nations who were willing to pass on vital information. The growth of electronic technology has sped up the gathering of intelligence in many ways, and with the massive destructiveness of modern weaponry, there is a need for rapid discovery and analysis of information so that national

leaders can plan their strategies and react as necessary on a timely basis.

There are three main phases of intelligence work: gathering information, analyzing it, and taking actions based upon it. Raw data is gathered from many sources — field operatives, foreign contacts, the media, electronic surveillance, and the like. This data is then analyzed to squeeze out as much knowledge as can be found that will reveal the intentions of other nations. The analyses are passed on to national leaders who must then determine what further actions are to be taken. The intelligence agencies may then be instructed to interfere with another nation's plans.

Though one nation's intelligence organization may vary in structure and purpose from others, each has the following main functions:

1. **"Overt" or Public Intelligence:** A goodly amount of information can be discovered from readily available sources — the news media, government and academic publications, interviews with bureaucrats and citizens of foreign countries, and so on. Once the information is at hand, it must be thoroughly analyzed to find the most valuable tidbits. Often what is *not* said is as important as what is.

2. **"Covert" Intelligence:** Much important information is kept secret by nations, and it becomes necessary to dig out the facts by a variety of technical, personal, and even illegal methods. Such techniques include the monitoring and deciphering of coded radio broadcasts, the placement of electronic listening devices, the secret breaching of restricted installations or files, the infiltration of military or government agencies of a foreign country, the subversion of persons with access to secret information, and so forth. This information is usually straightforward in revealing the plans and operations of other nations, but is also more dangerous to gather.

3. Internal Intelligence: It is possible to gather intelligence on foreign countries from sources within one's own country. This information comes primarily through monitoring communications coming from foreign embassies and consulates within one's country, but it may also come through infiltration of other organizations controlled by a foreign power, such as state-owned corporations. Information from such sources may need additional analysis to find the most important facts.

4. Covert Operations: A state's foreign policy may require definitive action against another nation. Such secret (and usually illegal) operations can include supporting opposition groups in another country, sabotaging enemy installations, and assassinations.

5. Counterintelligence: Equally as important as learning other nations' secrets is protecting one's own. Foreign intelligence agencies will attempt to gather information through covert means, and counterintelligence is meant to thwart them. Identification and arrest of foreign agents, improving the security of personnel and equipment that handle secrets, and spreading deliberate misinformation to foreign agencies are some methods of keeping other nations in the dark.

6. Secret Police: Limited to totalitarian dictatorships, this special force functions to suppress internal opposition to the regime. The KGB is the obvious example, but dictatorships of both the left and the right employ secret police to enforce internal order.

Obviously, every agency does not perform all these functions. In some countries there are different agencies that handle different functions, and frequently these different agencies overlap in their activities. In other countries there is a more centralized organization that does handle all functions. The descriptions given above are meant to summarize the various functions inherent in an intelligence gathering operation.

One problem in the intelligence community is a lack of cooperation not only among nations but also among agencies within a nation. Each agency has its own specific mandate, and they all tend to be nationalistic and insular. As a result, each national intelligence agency considers itself more competent and secure than other agencies. Cooperation among agencies of the major Western powers (America, Britain, France and West Germany) is generally either very formal ("through channels," as at NATO intelligence meetings) or very informal (between individual agents who know and trust each other in spite of national differences). In a similar manner, cooperation among agencies within a country can be either formal or informal, but friction may arise when agents come in conflict while gathering information about the same person or place.

An agent doing spy activity in a friendly country faces a certain amount of danger. If he is captured

and does not give away his actual identity, he will be treated as a spy from a hostile country. Depending on the agent's assignment, his parent agency may prefer to sacrifice the agent rather than blow his cover identity. However, if the agent identifies himself as working for a friendly country, he will generally not be mistreated (although his mission may be compromised).

Dealing with non-allied countries can be even more tenuous, depending greatly on the current state of world politics. When agents of hostile countries come into contact, their encounters can be violent and merciless. Usually, both sides will prefer to keep such conflicts out of the public eye. If an agent is captured in a country with a strong democratic tradition, he will often be granted the status of a common criminal — that is, with the right to counsel and a fair trial. Totalitarian states are often less juridically oriented, and a captured agent may simply disappear... permanently.

Diplomats involved in espionage activity are simply expelled by the host country. Governments almost always respect diplomatic immunity in order to assure similar treatment for their own diplomats. If an agent is revealed but manages to make his way safely to his home nation's embassy (and sometimes to a allied nation's embassy), he will be safe for the time being since embassies are considered the home soil of that nation. Getting the agent safely out of the host country may require extensive diplomatic bargaining, and the agent will be forced to cool his heels until immunity is granted.

The Warsaw Pact countries have an advantage in the dealings among the member countries. The KGB dominates the intelligence services of the Eastern European countries (and Cuba). Conflict is not permitted, and as a result, cooperation among the agencies is much more coordinated than it is among their Western counterparts. For political reasons, the KGB is often able to operate more freely in many "non-aligned" countries than Western agencies can.

GAME NOTES: If you allow players to generate characters of agencies other than M.I.6, you should give them 500 fewer Generation Points (due to the professionalism and training of British Intelligence). However, different agencies have certain advantages over M.I.6, as explained below.

United States

CENTRAL INTELLIGENCE AGENCY (C.I.A.)

The C.I.A. has been the most important intelligence agency of the American government since its establishment in 1947. It is responsible to the Director of Central Intelligence, who reports directly to the President, but its day-to-day activities are directed by a Deputy Director. The C.I.A.'s headquarters are in Langley, Virginia, not far from Washington, D.C. The agency has more than 20,000 employees, over half of them at Langley. The C.I.A. consists of five divisions:

1. The *Intelligence Division* is responsible for gathering openly available information.
2. The *Research Division* is responsible for the technical and scientific problems of the agency (similar to Q Branch of M.I.6).
3. The *Support Division* maintains a network of agents in foreign countries for purposes of gathering covert intelligence.
4. The *Plans Division* was established in 1951, and is responsible for covert operations.
5. The *Domestic Operations Division* was established in 1964, and is responsible for internal intelligence and secret counterintelligence. It is headquartered at 1750 Pennsylvania Avenue, one block from the White House.

The C.I.A. is responsible for preparing the National Intelligence Estimates (classified documents providing an analysis of current world problems) and the National Intelligence Surveys (up-to-date classified encyclopedias that cover military, economic and political aspects of all nations).

The C.I.A. does not have authority to act as a police or law-enforcement organization. It cannot subpoena people, nor does it deal with internal security within the United States. Its primary function is to handle espionage activities outside the country.

GAME NOTES: C.I.A. agents have a wider array of technical support at their disposal than agents of other intelligence agencies, both in terms of advanced electronics espionage equipment and of expert analysis and correlation of intelligence. They will pay half the normal Experience Point cost for equipment or information from the home office. In general, C.I.A. agents will be fairly cooperative with M.I.6 and other NATO country agents. They will be encountered frequently in foreign nations, since they are the equivalent of M.I.6's Investigations and Enforcement Branch.



FEDERAL BUREAU OF INVESTIGATION (F.B.I.)

Since the 1930's, the F.B.I. has had the primary responsibility for investigating most federal crimes. Espionage and treason are such crimes, and so the F.B.I. has been responsible for most of America's counterintelligence work. Its headquarters are in Washington, but most of its work is coordinated by regional offices scattered throughout the country. Although the Bureau has close to 100,000 agents, only about a thousand are involved in counterintelligence work. These agents are occasionally assisted by other F.B.I. agents or by officers of local or state police agencies.

GAME NOTES: The F.B.I. handles the same functions as M.I.5 in Britain. By law it is forbidden from intelligence activities outside the United States, so its agents will be encountered primarily in America. An F.B.I. agent also has available a wide range of electronic equipment (though not to the extent of the C.I.A.) and extensive files on suspicious characters. A foreign agent may find himself confronted by the F.B.I. when doing any spy activities in the U.S.A.

NATIONAL SECURITY AGENCY (N.S.A.)

The N.S.A. is responsible to the Secretary of Defense and is headquartered in Fort Meade, Maryland. Its complex is protected by barbed wire, machinegun emplacements, guard dogs, infrared and sonar detectors, and similar security measures. The N.S.A.'s functions are to outline plans of security for the United States; to organize, operate and manage the activities and facilities for the production of intelligence; to organize and coordinate research and engineering projects of the American government in support of other agencies; and to intercept and decipher foreign secret communications. The N.S.A. has a vast array of the most sophisticated computers and electronic equipment for use in its work. The agency has no field operatives, and it maintains the tightest security on its personnel and facilities.

GAME NOTES: N.S.A. personnel will be encountered only in their secure American installations. A Player Character may not be created for this agency.

DEFENSE INTELLIGENCE AGENCY (D.I.A.)

Another civilian agency of the Defense Department, the D.I.A. is primarily concerned with military aspects of foreign intelligence. Though much smaller than the C.I.A., it is quite competent in its field — dealing almost exclusively in foreign intelligence and leaving covert operations and internal intelligence to the C.I.A. by and large. The D.I.A. maintains a small network of agents in foreign countries.

GAME NOTES: D.I.A. agents will be encountered infrequently in the field and only on assignments relating to military matters. These agents will not have the sophisticated equipment of the C.I.A. as readily available to them.

Soviet Union

KGB

The Committee for State Security of the Council of Ministers of the U.S.S.R. (*Komitet Gosudarstvennoy Besopaznosti*) is also called the "Sword and Shield of the Party." It is the largest, and most feared, intelligence and secret police agency in the world, employing over 700,000 people. It has its headquarters in a large complex, called the "Center," at Dzerzhinsky Square in Moscow (which also houses the GRU headquarters and Lubyanka prison). Basically,

the KGB has all the powers of the C.I.A. and the F.B.I. combined, along with secret police functions, but it lacks many of the operational and legal restrictions that bind its American counterparts.

It does have certain weaknesses and drawbacks. The desire for 100% employment in the Soviet Union has swollen the KGB's ranks and kept a number of less competent personnel employed. Also, KGB agents are rewarded and promoted for the number of "enemies of the state" they discover, and so the KGB spends much of its time and energy finding (sometimes entrapping) and arresting dissidents. Nevertheless, the sheer size of the KGB ensures that it has many effective operatives, while the totalitarian nature of the society guarantees its effectiveness as a counterintelligence agency. The KGB is also expert at getting people to betray their countries (which is a key component of intelligence work) through a variety of rewards and threats — sexual, monetary, career and other allurements, or physical force.



The KGB has a number of powers and responsibilities under its statute. Within the Soviet Union, the agency has set up a network of agents to conduct secret observations of foreigners, to check documents of foreigners and Soviet citizens who cross the frontiers of the USSR (and to check for printed matter in luggage), to investigate foreign transport personnel, and to make sure that all foreigners leave the country at the times they have stated. They also monitor internal and international postal and telecommunications systems, and regulate coding and secret communications among U.S.S.R. government agencies and within the KGB itself. They have the power to detain and arrest suspects, make searches and confiscations, and keep an eye on the behavior of persons who have served sentences for particularly dangerous (usually political) crimes against the state. The KGB also has connections with the major news agencies (TASS, for instance), tourist organizations, scientific and artistic groups, and any other agency or organization that comes into contact with foreigners or dissidents.

Outside the country, they carry on operational work with agents, fabricating cover documents as necessary. There are a number of "safe houses" and reporting flats maintained to transfer information. Their agents conduct eavesdropping and secret photography on documents and persons of interest. The KGB also takes advantage of Soviet-owned facilities overseas. For example, the Soviet Embassy in Washington is atop one of the city's most prominent hills and is studded with antennas to intercept govern-

ment communications. A Soviet automobile assembly plant in Belgium is located practically next door to NATO headquarters.

In addition, a majority of Soviet diplomats are KGB agents, both in the West and in the Third World. Soviet delegations in other countries usually have many times the personnel those countries have in Moscow. The KGB also maintains a tight rein on the secret police agencies of Czechoslovakia, East Germany, Poland, Hungary, Bulgaria and (since 1968) Cuba.

One of the most sinister departments within the KGB is the Section for Terror and Diversion, which was established in 1917. Prior to World War II, it was called SMERSH (a Soviet acronym for *smert shpionam*, "Death to Spies"), and this nickname is still used by Western agents. SMERSH specializes in scientific murder, and has an elaborate "murder laboratory" where research is conducted on new and subtler methods of assassination. Its main targets are Soviet dissidents living abroad, although Western spies are also its victims. SMERSH's most famous victim was Leon Trotsky, assassinated in Mexico City in 1940.

Within the Soviet Union, the KGB is organized by region and by the specialized functions of particular offices. Overseas, though, KGB operations are supervised by senior agents, called resident directors. Any city important enough to have a Soviet consulate merits a resident director; in fact, the resident director is usually an important consular officer. The resident director does not carry out actions against the country he is in, but against a neighboring country. Also, a resident director is rarely a Russian or a native of the target country. Coordination between different offices is handled by Moscow, and in order to maintain operational security, each resident director is give information only about phases of an operation taking place in his region. Thus, directors working on different phases of the same operation, but in different cities, will often not be aware of each other's activities.

KGB agents abroad fall into two categories: "legals" and "illegals." "Legal" agents are those with legitimate credentials, such as diplomatic personnel, trade or military officers, scientists, and the like. "Illegal" agents have links with the Soviet government that are not public, including persons who enter a country surreptitiously or have forged identity papers, citizens who betray their countries and cooperate with the KGB, and so forth. The activities of both kinds of agents are coordinated by the local resident director.

GAME NOTES: Persuasion and Seduction attempts to convince an NPC agent of the KGB to defect receive a -1 Ease Factor modifier. A Player Character working for the KGB receive a -1 Ease Factor modifier when Persuading their superiors for special equipment for a mission, and must then expend 25%

more Experience Points to obtain the equipment. To its credit, however, the KGB can mobilize dozens or even hundreds of agents to track down a spy in the Soviet Union if it has been alerted to the spy's presence, and it also has a network of informants and sleeper agents (agents sent to foreign countries for one specific mission which they will perform upon receiving a special cue instruction) who can be brought into action. As a result, KGB Player Characters receive a +2 Ease Factor modifier when requesting additional personnel to help them.

GRU

The Chief Intelligence Directorate of the Soviet General Staff (*Glavnoye Razvedyvatelnoye Upravleniye*) is nominally responsible to the Soviet General Staff, but is controlled by the KGB (the civilian government does not wish to place too much control in the hands of the military). It is primarily concerned with military aspects of foreign intelligence and is roughly analogous to the American D.I.A.

GAME NOTES: See the Game Notes for the D.I.A. for GRU agents.

People's Republic of China

China's intelligence apparatus is primarily concerned with maintaining internal order, rather than obtaining information on foreign countries. The headquarters of the Central Control of Information is at Number 15, Bow Street Alley, Peking. It supervises the intelligence work of the following agencies:

1. The *Chinese Communist Party intelligence network* has a number of professional officers, but it is mainly concerned with internal intelligence work.
2. The *Central External Liaison Department* does first-rate work in the collection, indexing, and evaluation of public intelligence sources around the world. For example, it maintains an annually updated dossier on all government officials listed in *Who's Who* and similar publications.
3. The *State Council* is indirectly responsible in overseeing a number of agencies that are involved in foreign affairs.
4. The *Military Intelligence Department of the General Staff* is responsible for military intelligence.

One of the most important organs of Chinese intelligence is the *New China News Agency*. Many Chinese journalists are involved in both public and covert intelligence work, and they also play prominent roles in the evaluation of intelligence because of their contacts overseas. Another important institution is the Commercial Academy in Lhasa, Tibet, which serves as a training school for agents working in areas along China's southern and western frontiers.

GAME NOTES: Due to the low budget for Chinese intelligence, even such mundane activities as air travel or

expensive hotels should require Chinese agents to perform many Persuasion attempts with their superiors and to pay additional Experience Points. Any special equipment requires double the Experience Point cost and receives a -2 Ease Factor modifier to Persuade their superiors to release the equipment. Since they are not expected to be as independent, the Chinese agents will have to make more frequent contacts with their superiors. However, they receive a +2 Ease Factor modifier to a Fame roll to recognize any foreign agents operating in China.



Western Allies

GREAT BRITAIN

The chief British intelligence agency is, of course, M.I.6 (see the *James Bond 007* Basic Game, Chapter 15). The counterintelligence agency is M.I.5, which is responsible for identifying enemy agents, keeping files on them, and determining if these agents should be exposed or arrested. The structure and operations of M.I.5 are swathed in secrecy (the Official Secrets Act forbids any M.I.5 employee from revealing information about the agency to the public). M.I.5 is not involved in the arrest of enemy agents or in any trials, so as to keep secret from the public — and enemy intelligence agencies — the officers and operatives of M.I.5. The Special Branch of Scotland Yard handles public arrests and open legal matters.

GAME NOTES: A Player Character may never be a member of M.I.5. Should it be necessary to include an M.I.5 operative in a campaign, assume the same structure and operations as for the American F.B.I.



FRANCE

French intelligence agencies have similar methods and interests as their British and American counterparts. They occasionally cooperate with their English-speaking colleagues, although they sometimes duplicate the work of these other agencies and, in a few cases, they have worked at cross purposes. The primary French intelligence agencies are:

1. *Deuxieme Bureau* (Second Bureau) coordinates and evaluates military intelligence for the French

General Staff. It does not do the actual field work of intelligence, leaving that to other agencies.



2. *Service de Documentation Exteriure et de Contre-espionage* (SDECE; the Department of Foreign Information and Counterespionage) functions like the C.I.A. and M.I.6 in carrying out espionage, counterespionage, and covert operations outside the borders of France.

3. *Direction de la Securite du Territoire* (DST, Control of National Surveillance) functions like the F.B.I. and M.I.5 in carrying out counterespionage inside France and in its overseas territories.

GAME NOTES: French agents are similar to M.I.6 agents in terms of equipment and Persuasion attempts with their superiors.

WEST GERMANY

The Federal Intelligence Service, (*Bundesnachrichtendienst*, or BND) was founded by Reinhard Gehlen, who worked for Hitler from 1942 to the end of the war and then for Adenaur until 1968. The BND has been remarkably effective in infiltrating Eastern European governments; one of their agents was Hermann Kastner, Deputy Prime Minister of East Germany in the mid-1950's.



GAME NOTES: Due to the importance of learning extra languages in school, German agents increase their Local Customs Skill Level at half the Experience Point cost. In other respects, they are the equivalent of M.I.6 agents.

ISRAEL

The Israeli intelligence agency is the Central Institution for Intelligence and Special Services, usually just called *Mossad* (Hebrew for "institution"). This agency is remarkably effective and its agents are highly motivated, as might be expected when a small country is threatened by forces that greatly outnumber its own. The Mossad is similar to the C.I.A. and does its work outside Israel; it has a higher position in the Israeli government than the C.I.A. has in the United States. The Mossad is considered one of the top intelligence agencies in the world. Some of its more spectacular efforts include the kidnapping of Adolph Eichmann from Argentina, the infiltration of the Syrian government by Eli Cohen, the "acqui-

sition" of eight French-built missileboats in spite of a French arms embargo, and the theft of the complete blueprints for the Mirage V fighter. Internal counterespionage is handled by Shin Beth, and another agency handles military intelligence; both these agencies are parts of Mossad.



GAME NOTES: Israeli characters have a -1 Ease Factor modifier applied to any Persuasion, Interrogation or Seduction attempt against them by enemy agents, and any Torture attempt has a -3 Ease Factor modifier applied (these modifiers are in addition to any modifiers that apply to the attempt).

Other Nations

Most other NATO countries maintain only a nominal and strictly military intelligence establishment, leaving most other intelligence work to the Americans and British. Japan relies almost entirely on the American C.I.A. for intelligence because of its constitutional demilitarization. Until 1981, Canada's counterintelligence was handled by the Royal Canadian Mounted Police (RCMP), but has since been taken over by the Security Intelligence Service, which also handles internal security. Canada is a prime target for spies because of its participation in NATO, NORAD and UN peacekeeping forces and its major international economic institutions. Belgium is also a major center of espionage activity because of the presence of NATO and EEC agency headquarters in Brussels and Casteau.

All Warsaw Pact countries (plus Cuba) maintain intelligence/secret police agencies which are dominated by the KGB. The East Germans are the most efficient at such activities, and the Bulgarians are most loyal to the Soviet Union.

Switzerland has a highly efficient intelligence community which is run by its military. Both in terms of counterespionage and keeping tabs on the superpowers, the Swiss have a first-rate organization. However, its small population, mountainous terrain, and lack of formal alliances with either the East or West make the country an ideal place for spies of all countries to hide, or even to establish secret bases. The secrecy of the Swiss banks is renowned, and many an agency (and even its agents) have accounts in them.

GAME NOTES: There are no special changes in game mechanics for any Player Character who is from one of these countries.

Additional Non-Player Characters



The Non-Player Characters presented in this chapter are presented in the same format as those found in the *James Bond 007* Game. It should be noted that the backgrounds given in the Basic Game and in this supplement may differ from the backgrounds of these characters as presented in present and future adventure modules based on the James Bond movie series. The backgrounds for NPCs in the modules are altered from those presented in the Basic Game and in this supplement because the plots in the adventure modules are changed from the movie series. These changes have been made so that the players do not assume the plots of the adventure modules are exactly like the plots of the movies upon which they are based. If you so wish, you may alter the backgrounds of the NPCs presented here to fit your James Bond missions and campaigns.

Allies

AKI

STR:6 DEX:8 WIL:6 PER:8 INT:7



SKILLS (SKILL LEVEL/PRIMARY CHANCE)

Boating (5/13), Charisma (8/14), Cryptography (6/13), Demolitions (5/12), Diving (3/10), Driving (10/18), Electronics (7/14), Evasion (9/16), Fire Combat (6/14), Hand-to-Hand Combat (8/14), Local Customs (6/14), Piloting (5/13), Riding (6/13), Science (5/12), Seduction (3/10), Sixth Sense (4/11), Stealth (6/12)

ABILITIES: First Aid, Photography

HEIGHT: 5'3"

WEIGHT: 110 lbs

AGE: 29

APPEARANCE: Attractive

FAME POINTS: 35

HERO POINTS: 5

SPEED: 2

HAND-TO-HAND DAMAGE CLASS: A

STAMINA: 28 hours

RUNNING/SWIMMING: 25 minutes

CARRYING: 101-150 pounds

FIELDS OF EXPERIENCE: Computers, Economics/Business

WEAKNESSES: Close Personal Tie

BACKGROUND: Aki is a low-level member of the personal staff of Tiger Tanaka, the head of the Japanese Secret Service. Because it has been traditional to have women in subservient roles in Japan, only recently have opportunities for advancement materialized for them in the service. Up until now, they have been relegated to the chores usually associated with messengers or as companions to give male operatives more credibility. Aki was born in Sakhalin north of Japan into one of the few Japanese families left since the Soviets overran the island in 1945. Her father was a petroleum engineer who worked with the Soviets in developing oil and gas resources offshore. A series of developments, including the downing of a Korean airliner in 1978, made him decide that Sakhalin was not a good place to stay. He decided to take his family and flee, without trying to go through the normal red tape. His youth as a fisherman made it easy for him to rig up a boat. While making their way across the Sea of Okhotsk, the family's boat was sighted and sunk by a Soviet gun boat. Only Aki and her sister Amiko survived. They swam to the shore and made their way to Tokyo, working odd jobs during their trek. There they found little call for their limited skills. Aki's sister soon succumbed to the attraction of becoming a bar girl. Aki still looked for what she called legitimate work. She applied at one of the companies which served as a cover for the Japanese Secret Service. Although her professional talents were meager, her intimate knowledge of Sakhalin earned her a small pittance as a special consultant on the area. She requested and was permitted entry into training sessions, where she was an excellent pupil. While she has never proven herself in the field, she has become

a valuable aid on Tiger's staff. Her only regret is that her sister Amiko is still embroiled in the seamier side of Tokyo.



ANDREA ANDERS

STR:3 DEX:5 WIL:5 PER:4 INT:5

SKILLS (SKILL LEVEL/PRIMARY CHANCE)

Charisma (7/12), Driving (4/8), Gambling (5/9), Local Customs (6/10), Riding (5/9), Seduction (7/13)

ABILITIES: First Aid

HEIGHT: 5'7"

SPEED: 1

WEIGHT: 125 lbs

HAND-TO-HAND DAMAGE CLASS: A

AGE: 31

STAMINA: 24 hours

APPEARANCE: Striking

RUNNING/SWIMMING: 10 minutes

FAME POINTS: 10

CARRYING: 60-100 pounds

HERO POINTS: 1

FIELDS OF EXPERIENCE: Fine Arts, Jewelry

WEAKNESSES: Greed

BACKGROUND: Miss Anders is minimally known to the law enforcement bureaus in Europe and the Far East. No charges were ever levelled against her, but she was asked to leave several countries as persona non grata. She became involved in smuggling heroin out of Cambodia until her employers proved too bloodthirsty for her liking. She escaped and travelled among the countries of the Indian Ocean for some time. While in India, her remarkable resemblance to a female smuggling queen named Octopussy prompted an offer to become her stand-in. Anders refused since she did not want to put her life in such jeopardy. She soon fell into the role of a travelling companion to wealthy Indonesian businessmen and potentates. She suffered through their attentions, hoping something better would come along. While on a cruise with Hai Fat, the famous Chinese industrialist, she met Francisco Scaramanga. Scaramanga decided her talents could be better used by him both as consort and cohort. She is deathly afraid of Scaramanga, fearing him as much as she despises him. She will do nothing overt against him unless she is promised protection. Even then, she will be reluctant to cross him since he has no reticence about killing women.



JACOBA BRINK

STR:5 DEX:4 WIL:5 PER:3 INT:5

SKILLS (SKILL LEVEL/PRIMARY CHANCE)

Diving (3/7), Driving (3/6), Local Customs (2/5), Mountaineering (3/8), Riding (2/6)

ABILITIES: First Aid

HEIGHT: 5'7"

SPEED: 0

WEIGHT: 130 lbs

HAND-TO-HAND DAMAGE CLASS: A

AGE: 43

STAMINA: 24 hours

APPEARANCE: Normal

RUNNING/SWIMMING: 10 minutes

FAME POINTS: 15

CARRYING: 60-100 pounds

HERO POINTS: 2

FIELDS OF EXPERIENCE: Football, Golf, Ice Hockey, Snow Skiing, Squash, Tennis

WEAKNESSES: Close Personal Tie

BACKGROUND: Brink came to world prominence during the 1956 Winter Olympics at which she won four gold and three silver medals as the West German entry. She repeated this winning streak during the 1960 Olympics. However, during the 1964 Olympics she was severely trounced by the younger skaters. She travelled throughout Europe, giving demonstrations and appearing in winter carnivals until her fame dwindled and the crowds no longer gathered. Being a survivor, she channeled her energies into becoming a skating coach. Her pupils have won some of the most prestigious competitions worldwide. Brink is a stern task-mistress, often accused of driving her students too hard. This image, though, is mostly bluff and bluster since Brink cares for her proteges as if they were her own children.



BIBI DAHL

STR:3 DEX:4 WIL:3 PER:2 INT:3

SKILLS (SKILL LEVEL/PRIMARY CHANCE)

Charisma (4/7), Driving (2/5), Seduction (5/8)

ABILITIES: First Aid, Photography

HEIGHT: 5'5"

SPEED: 0

WEIGHT: 115 lbs

HAND-TO-HAND DAMAGE CLASS: A

AGE: 17

STAMINA: 24 hours

APPEARANCE: Attractive

RUNNING/SWIMMING: 10 minutes

FAME POINTS: 12

CARRYING: 60-100 pounds

HERO POINTS: 1

FIELDS OF EXPERIENCE: Board Games, Ice Hockey, Snow Skiing, Squash, Tennis, Water Skiing

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

BACKGROUND: A native Canadian, Miss Dahl is a competition skater who hopes to earn her way into the sports record books by winning more medals at the upcoming Olympics than anyone before her. Under the tutelage of Jacoba Brink, she has won a number of first place prizes in Canada and is now conquering the rinks of Europe. The media pay her more than her share of attention since she is quite photogenic and has an outgoing personality. Dahl's parents were killed in a skiing accident some time ago. Though she was underage at that time, she was saved from becoming a ward of the courts when

Aristotle Kristatos, a wealthy Greek, agreed to take care of her needs, training, and schooling. He then hired Brink to act as trainer/chaperone to Dahl. There are rumors that Brink has had her hands full on more than one occasion because of Dahl's impetuosity. For example, Dahl thinks nothing of flying half a world away for a weekend cruise aboard a private yacht. Or scampering off to San Moritz with a group of newly acquired friends. She is described by acquaintances as a healthy girl with a lot of energy and drive. Those less kind refer to her as Dallying Dahl and "Baby" Dahl; these sobriquets are uttered with absolutely no affection.



LUIGI FERRARI

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

SKILLS (SKILL LEVEL/PRIMARY CHANCE)

Charisma (6/14), Driving (5/13), Evasion (6/14), Fire Combat (7/15), Hand-to-Hand Combat (5/13), Local Customs (5/12), Sixth Sense (5/13), Stealth (6/14)

ABILITIES: Connoisseur, First Aid, Photography

HEIGHT: 5'11"	SPEED: 2
WEIGHT: 190 lbs	HAND-TO-HAND DAMAGE CLASS: A
AGE: 26	STAMINA: 28 hours
APPEARANCE: Normal	RUNNING/SWIMMING: 25 minutes
FAME POINTS: 33	CARRYING: 101-150 pounds
HERO POINTS: 2	

FIELDS OF EXPERIENCE: Forensics, Law, Microphotography

WEAKNESSES: None

BACKGROUND: Ferrari is the new man (Rookie rank) assigned to the Station House in Cortina in northern Italy. Since it is what M.I.6 calls a "low incidence" area, it is considered perfect for getting an agent's feet wet. He has spent his time there wisely. Since being assigned to the Station, he has built an impressive network of contacts that reach throughout Europe but especially in the Mediterranean and the Aegean areas.



GENERAL ALEXIS GOGOL

STR:8 DEX:9 WIL:9 PER:11 INT:12

SKILLS (SKILL LEVEL/PRIMARY CHANCE)

Charisma (8/17), Diving (10/18), Driving (8/18), Fire Combat (5/15), Hand-to-Hand Combat (3/11), Interrogation (6/18), Local Customs (4/15), Piloting (4/14)

HEIGHT: 6'1"	SPEED: 2
WEIGHT: 210 lbs	HAND-TO-HAND DAMAGE CLASS: A

AGE: 58

APPEARANCE: Good Looking

FAME POINTS: 60

HERO POINTS: 5

STAMINA: 28 hours

RUNNING/SWIMMING: 25 minutes

CARRYING: 101-150 pounds

FIELDS OF EXPERIENCE: Economics/Business, Fine Arts, International Law, Military Science, Political Science

WEAKNESSES: Close Personal Tie

BACKGROUND: General Gogol is M's opposite number in the KGB. He enlisted in the Soviet Army and was one of the leaders, under Marshal Zhukov, responsible for the destruction of German Army Group Center in June, 1944. This victory drove the remnants of the German Army out of Byelorussia into Poland and Lithuania. For their brilliant leadership in this campaign, he and his close friend Vladimir Orlov were recommended for and received the Order of Lenin. Throughout the 1950's and 60's, Gogol was a staunch defender of Soviet military supremacy and denounced the Western powers vehemently. With the passing of years, however, his stand has mellowed and he now works as energetically for detente. He has confided privately that he now believes that cooperation is the only way for mankind to survive. He knows, however, that change must come from within and occur slowly. Gogol is a widower and grandfather, a chain of events that may have been a direct influence on his softening attitudes. His new attitude, though, has caused a dissolution of his friendship with Orlov, who maintains an almost fanatical hatred for the West and a maniacal drive to attack and conquer.



MAGDA GURDIN

STR:4 DEX:9 WIL:7 PER:7 INT:8

SKILLS (SKILL LEVEL/PRIMARY CHANCE)

Boating (4/12), Charisma (8/15), Driving (4/12), Evasion (2/8), Fire Combat (1/9), Pickpocket (8/17), Seduction (7/14)

HEIGHT: 5'5"	SPEED: 2
WEIGHT: 110 lbs	HAND-TO-HAND DAMAGE CLASS: A
AGE: 24	STAMINA: 28 hours
APPEARANCE: Striking	RUNNING/SWIMMING: 25 minutes
FAME POINTS: 6	CARRYING: 60-100 pounds
HERO POINTS: 4	

FIELDS OF EXPERIENCE: None

WEAKNESSES: Greed

BACKGROUND: Magda Gurdin was born in a small village in Latvia. When she was seven, her family emigrated to Paris where her father worked in steel construction. Magda was sent away to school to be taught in the ways of a refined lady. As with most boarding schools she also learned some of the less ac-

ceptable conventions. She reportedly enticed her calculus teacher into giving her a better grade. Her abilities in dealing with men led her to become a professional companion. She took up with, but soon forsook, an aged, balding businessman to become what may be termed in American slang a "gun moll." She had a brief liaison with one Marcel Dupre, a trafficker in white slavery. When he changed businesses, she moved on and eventually reached India, where she was taken on by Octopussy as a second-in-command. Her loyalty, however, lies wherever the most money comes from. She has also become one of Kamal Khan's mistresses and sometimes acts as a messenger between Octopussy and him. While she can certainly be categorized as money-hungry, she is not totally mercenary since she harbors a sentimental streak about the men she has known and been intimate with.



MELINA HAVELOCK

STR: 7 DEX: 6 WIL: 5 PER: 5 INT: 6

SKILLS (SKILL LEVEL/PRIMARY CHANCE)

Boating (5/10), Charisma (6/11), Diving (5/11), Driving (3/8), Fire Combat (5/10), Local Customs (2/7), Science (5/11), Seduction (5/10)

ABILITIES: Connoisseur, First Aid, Photography

HEIGHT: 5'6"	SPEED: 1
WEIGHT: 120 lbs	HAND-TO-HAND DAMAGE CLASS: A
AGE: 26	STAMINA: 24 hours
APPEARANCE: Striking	RUNNING/SWIMMING: 10 minutes
FAME POINTS: 13	CARRYING: 101-150 pounds
HERO POINTS: 3	

FIELDS OF EXPERIENCE: Fine Arts, Jewelry, Rare Collectibles, Tennis, Water Skiing

WEAKNESSES: Close Personal Tie

BACKGROUND: The product of a marriage between a British archaeologist and a Grecian schoolteacher, Melina Havelock embodies the refined qualities of an English lady and the passions of a Sophoclean heroine. Her father, Sir Timothy Havelock, and his wife, Iona, live and work aboard their yacht, the *Triana*. They are world-renowned archaeologists with several important finds credited to them. This reputation gives them a plausible story for being anywhere in the Mediterranean (their particular balliwick), conducting experiments or extensive diving. Sir Timothy does occasionally work for M.I.6, but nothing of a life-threatening nature. He has proved himself time and again a discreet and effective operator. His wife is aware of his links to M.I.6, but Melina is unaware of them. Melina has recently graduated from the University of Pennsylvania, in America, and is gaining quite a reputation as a social historian.



OCTOPUSSY

STR: 5 DEX: 9 WIL: 10 PER: 8 INT: 10

SKILLS (SKILL LEVEL/PRIMARY CHANCE)

Charisma (10/20), Driving (6/14), Fire Combat (11/19), Gambling (4/12), Hand-to-Hand Combat (2/7), Interrogation (8/18), Lockpicking and Safecracking (5/14), Seduction (7/17)

HEIGHT: 5'6"	SPEED: 2
WEIGHT: 115 lbs	HAND-TO-HAND DAMAGE CLASS: A
AGE: 33	STAMINA: 28 hours
APPEARANCE: Sensational	RUNNING/SWIMMING: 25 minutes
FAME POINTS: 40	CARRYING: 60-100 pounds
HERO POINTS: 6	

FIELDS OF EXPERIENCE: Biology/Biochemistry, Botany, Fine Art, Jewelry, Rare Collectibles

WEAKNESSES: Close Personal Tie; Greed

BACKGROUND: Her name is the nickname her father gave her. She was born in Indonesia and a check of records does not reveal her first name. (Records are badly kept in that part of the world.) She started out her career in smuggling but has branched out into such legitimate businesses as hotels, shipping, carnivals, and circuses. She has revitalized an ancient octopus cult and built a myth around herself that discourages investigators and nosy-parkers. When infrequently seen or met, she is aloof but charming; she prefers to keep the world at a distance. This attitude may only be a defensive device to keep herself from being hurt physically and emotionally. Her father, Major Dexter Smythe, served in the Korean War and retired afterward to Southeast Asia. During the late 1950's, he was recruited by M.I.6 to head a mission into North Korea to recover a cache of Chinese gold. He returned from this mission wounded and alone, claiming failure. He subsequently moved to Sri Lanka where he ran a tea plantation and became one of the world's leading experts on octopi. In actuality, Smythe's North Korea mission was a success and he did recover the gold, but he decided to keep the cache for himself. During a struggle with his guide, he was wounded but managed to kill the guide. He then returned to civilization and reported failure. He lived off the gold for years, enjoying a happy family life until his wife Marjorie died. Smythe turned to drink, and the running of the plantation fell to Octopussy, who showed a remarkable aptitude for business. After learning about the gold from her father, Octopussy began dealing with the merchants in Hong Kong who had bought the gold. Twenty years after the North Korea mission, she found her father dead of an overdose of barbituates and alcohol. Next to the bottle was a note that one James Bond from England had arrived; it seems an

earthquake had uncovered the murdered guide and the weapon. Bond indicated he would return shortly to arrest Smythe. In effect, Bond had allowed Smythe a chance to take the only honorable way out, for which Smythe was grateful. After her father's burial, Octopussy was approached by the Hong Kong merchants to see if she would be willing to smuggle some diamonds. With her natural aptitude for subterfuge, she found the task stimulating and rewarding. She sold the plantation and began building a smuggling empire which has grown to include all of Indonesia.



PLENTY O'TOOLE

STR: 4 DEX: 4 WIL: 4 PER: 6 INT: 5

SKILLS (SKILL LEVEL/PRIMARY CHANCE)

Charisma (6/10), Gambling (3/9), Seduction (6/11)

HEIGHT: 5'6"

WEIGHT: 124 lbs

AGE: 33

APPEARANCE: Striking

FAME POINTS: 1

HERO POINTS: 1

SPEED: 1

HAND-TO-HAND DAMAGE CLASS: A

STAMINA: 24 hours

RUNNING/SWIMMING: 10 minutes

CARRYING: 60-100 pounds

FIELDS OF EXPERIENCE: None

WEAKNESSES: Attraction to Members of the Opposite Sex; Greed; Gambling

BACKGROUND: Miss O'Toole is a resident of Las Vegas, Nevada. She originally moved there to break into show business, but no one showed any appreciation for her stage talents. Her other talents, however, have been appreciated on a number of occasions by men who have won a lot of money and are looking for a companion. Miss O'Toole is not a working girl; she just loves to be around rich people because they bestow the best presents.



TATIANA ROMANOVA

STR: 6 DEX: 7 WIL: 5 PER: 6 INT: 6

SKILLS (SKILL LEVEL/PRIMARY CHANCE)

Charisma (6/11), Cryptography (5/11), Electronics (4/10), Seduction (3/8)

HEIGHT: 5'9"

WEIGHT: 134 lbs

AGE: 28

SPEED: 1

HAND-TO-HAND DAMAGE CLASS: A

STAMINA: 24 hours

APPEARANCE: Attractive

FAME POINTS: 5

HERO POINTS: 2

RUNNING/SWIMMING: 10 minutes

CARRYING: 101-150 pounds

FIELDS OF EXPERIENCE: Computers

WEAKNESSES: Attraction to Members of the Opposite Sex

BACKGROUND: Lower-level clerks and ciphers often get caught up in the convoluted plans of spy masters, and so it was with Miss Romanova. Her romantic soul made her the perfect dupe in an intricate plot to assassinate a top M.I.6 agent. As a result of the assignment, however, M.I.6 received the Soviets' Lector Decoder and other valuable information, in addition to good press when Romanova announced her defection.



LISL VON SCHLAF

STR: 4 DEX: 5 WIL: 3 PER: 4 INT: 6

SKILLS (SKILL LEVEL/PRIMARY CHANCE)

Charisma (5/8), Diving (1/5), Driving (5/19), Local Customs (2/6), Riding (3/6), Seduction (6/10)

ABILITIES: Connoisseur, Photography

HEIGHT: 5'5"

WEIGHT: 125 lbs

AGE: 35

APPEARANCE: Striking

FAME POINTS: 11

HERO POINTS: 2

SPEED: 1

HAND-TO-HAND DAMAGE CLASS: A

STAMINA: 24 hours

RUNNING/SWIMMING: 10 minutes

CARRYING: 60-100 pounds

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

WEAKNESSES: Close Personal Tie

BACKGROUND: Von Schlaf is a relative innocent, considering the company she keeps. As a girl, she was Laurie Lisa Mannerheim, born and raised in Liverpool. Her youthful dreams centered on when she would be rich and pampered; she had a group of friends who shared her plans and fantasies. When one of the group, a Victoria Lynn, managed to marry a real lord, Mannerheim decided there was no time to lose. She quit her job as secretary, took her entire savings, and moved to the Cote d'Azur. She spent a goodly amount of time moving around on the Mediterranean as a, more or less, professional houseguest. She gradually lost her Liverpool accent, although it does return when she has had too much to drink or is particularly comfortable with whom ever she is present. While in Greece, she met Milos Colombo, who was taken with her blonde good looks. He made her an offer that appealed to her. In exchange for occasionally spying and gathering information, he would set her up in her own ocean villa. She agreed and Laurie Mannerheim was no more; instead, the Countess Lisl Von Schlaf was born. When challenged, she is deliberately vague about her dead husband, if indeed he ever existed in

the first place. She has become a familiar figure in the Aegean social set and is liked by all who know her. She sometimes sees her old friend, who is now Lady Richmond, and they have a grand old time talking about the good old days and gossiping.



HAROLD STRUTTER

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

SKILLS (SKILL LEVEL/PRIMARY CHANCE)

Boating (4/11), Charisma (4/13), Cryptography (6/14), Demolitions (3/11), Diving (4/11), Driving (8/15), Electronics (5/13), Evasion (7/14), Fire Combat (7/14), Hand-to-Hand Combat (8/16), Interrogation (6/14), Local Customs (5/12), Lockpicking and Safecracking (3/10), Piloting (6/13), Science (4/12), Sixth Sense (3/10), Stealth (6/15)

ABILITIES: First Aid, Photography

HEIGHT: 6'0"

SPEED: 1

WEIGHT: 190 lbs

HAND-TO-HAND DAMAGE CLASS: A

AGE: 34

STAMINA: 28 hours

APPEARANCE: Good Looking

RUNNING/SWIMMING: 25 minutes

FAME POINTS: 58

CARRYING: 101-160 pounds

HERO POINTS: 5

FIELDS OF EXPERIENCE: Computers, Football (American), International Law, Law, Microphotography, Toxicology

WEAKNESSES: None

BACKGROUND: Strutter's first assignment as a new graduate of the C.I.A. training school was in Uganda; he managed to get a government position so he could report on the moves of Idi Amin. This assignment had to be handled very carefully, for the slightest hint of his true nature could have involved him in a "traffic accident." For a time he was an assistant to Nsei Mbenga, Amin's security chief. Strutter managed to help a number of important people escape from Uganda. In 1976, he took a major risk by communicating the information crucial to the successful Israeli raid on Entebbe airfield. With infinite patience, Strutter managed to aid and abet the overthrow of Amin. After that, he was recalled to the states for his own protection.



KISSY SUZUKI

STR:7 DEX:9 WIL:10 PER:10 INT:11

SKILLS (SKILL LEVEL/PRIMARY CHANCE)

Boating (11/20), Charisma (8/18), Cryptography (8/19), Demolitions (6/17), Disguise (4/15), Diving (10/18), Driving (7/16), Electronics (6/17), Evasion (10/18), Fire Combat (9/18), Hand-to-Hand Combat (9/16), Local Customs (7/17), Mountaineering (5/13), Piloting (4/13), Riding (4/14), Science (3/14), Seduction (5/14), Sixth Sense (6/16), Stealth (7/17)

ABILITIES: Connoisseur, First Aid, Photography

HEIGHT: 5'5"

SPEED: 2

WEIGHT: 116 lbs

HAND-TO-HAND DAMAGE CLASS: A

AGE: 31

STAMINA: 28 hours

APPEARANCE: Striking

RUNNING/SWIMMING: 25 minutes

FAME POINTS: 61

CARRYING: 101-150 pounds

HERO POINTS: 6

FIELDS OF EXPERIENCE: Fine Arts, Mechanical Engineering

WEAKNESSES: Superstition

BACKGROUND: Suzuki is one of the few women to achieve a high rank in the Japanese Secret Service. Her assignments, though, have been, without exception, incredibly dull. Usually she has been placed on some out-island in an undercover capacity, reporting on sightings of Soviet trawlers and the like. This is not the type of work she feels qualified for or longs to do. Suzuki is biding her time and doing excellent work in hopes that she will be allowed in for training as one of Tanaka's ninjas (the Japanese equivalent of a "00"). She hopes to become the first woman to complete the training.



SYLVIA TRENCH

STR:3 DEX:5 WIL:6 PER:3 INT:4

SKILLS (SKILL LEVEL/PRIMARY CHANCE)

Charisma (5/11), Driving (4/8), Gambling (4/7), Seduction (8/13)

ABILITIES: Connoisseur

HEIGHT: 5'6"

SPEED: 1

WEIGHT: 124 lbs

HAND-TO-HAND DAMAGE CLASS: A

AGE: 32

STAMINA: 28 hours

APPEARANCE: Attractive

RUNNING/SWIMMING: 25 minutes

FAME POINTS: 16

CARRYING: 60-100 pounds

HERO POINTS: 0

FIELDS OF EXPERIENCE: Board Games, Economics/Business, Fine Arts, Golf, Jewelry, Microphotography, Rare Collectibles, Snow Skiing, Squash, Tennis, Water Skiing

WEAKNESSES: Attraction to Members of the Opposite Sex; Gambling

BACKGROUND: Trench's father was one of the wealthiest industrialists in England. He was well-respected, and that respect was transferred to his daughter, who had the best of everything. Unfortunately, when he died, an audit revealed that Trench had been embezzling funds, floating stocks, and conspiring in other assorted, unsavory business practices. Left with no money, but with a firmly imbedded taste for the good life, Trench began using her friends and influence to do favors for people who would pay her. Although she would abhor the term, she could easily be classified as a mercenary woman. She will, for a price, do anything that will not compromise her freedom or her privacy. These activities include industrial espionage, selling juicy bits of gossip to the *Daily Mail*, and the odd seduction. She

prefers to think of herself as being in the information business. She has learned that to get anything in life one must fervently pursue it. She is bold, some even say brazen, in her pursuit of men who intrigue or appeal to her. Her countenance seems to offer a continual challenge in the way she arches her right eyebrow almost every other sentence.



VIJAY

STR:8 DEX:10 WIL:12 PER:11 INT:9

SKILLS (SKILL LEVEL/PRIMARY CHANCE)

Boating (7/17), Charisma (4/16), Diving (4/13), Driving (10/20), Evasion (4/13), Fire Combat (6/16), Hand-to-Hand Combat (9/17), Interrogation (5/14), Local Customs (8/19), Piloting (4/14), Science (5/14)

ABILITIES: Connoisseur, First Aid, Photography

HEIGHT: 6'1"	SPEED: 2
WEIGHT: 195 lbs	HAND-TO-HAND DAMAGE CLASS: A
AGE: 28	STAMINA: 30 hours
APPEARANCE: Attractive	RUNNING/SWIMMING: 40 minutes
FAME POINTS: 30	CARRYING: 101-150 pounds
HERO POINTS: 6	

FIELDS OF EXPERIENCE: Computers, Forensics, Tennis, Toxicology

WEAKNESSES: (See background)

BACKGROUND: Vijay was recruited into the Service in India by Sadrudin, who felt that the young man's personability and contacts would be invaluable. Vijay sees the spy game as just that, a game, and he is therefore fairly off-hand about it at the moment. He has proven efficient in all his assignments and will probably make an excellent operative once he learns exactly what kind of serious business he is in. So far he has been spared the coarser aspects of espionage. His sole weakness, if it can be called that, is his naivete. Unless restrained by orders or someone wiser, he acts impulsively and has a tendency to be slightly gullible. However, he is intelligent and in his cover as a tennis pro at the Monsoon Palace has uncovered and pieced together bits of information that have proved invaluable to the Service.



WILLARD WHYTE

STR:5 DEX:6 WIL:5 PER:5 INT:6

SKILLS (SKILL LEVEL/PRIMARY CHANCE)

Charisma (7/12), Driving (3/18), Electronics (4/10), Gambling (6/11), Piloting (4/9), Science (5/11)

ABILITIES: Connoisseur

HEIGHT: 6'4"	SPEED: 1
WEIGHT: 210 lbs	HAND-TO-HAND DAMAGE CLASS: A
AGE: 39	STAMINA: 24 hours
APPEARANCE: Good Looking	RUNNING/SWIMMING: 10 minutes
FAME POINTS: 52	CARRYING: 60-100 pounds
HERO POINTS: 2	

FIELDS OF EXPERIENCE: Computers, Economics/Business, Fine Arts, Golf, Mechanical Engineering, Political Science, Rare Collectibles, Space Sciences, Tennis

WEAKNESSES: None

BACKGROUND: Whyte started out as a wildcatter in Texas. He convinced his friends to become partners in buying land the oil companies had declared dry. His background in geology and engineering convinced him there was still oil on the land, if one knew just where to look. They sank three wells and one did indeed pay off. Since their profit was minimal, many of the partners wanted out of the agreement. Whyte bought them out, using what profits there were to start a construction business. For two years he lived on fruit salad and slept in his office until the company began showing a profit. Whyte showed a remarkable gift for being able to predict fads and trends. He had the knack of investing just enough in such questionable objects as CB radios, pet rocks and the like. He would use the proceeds from these investments to further his legitimate businesses, which now cover such wide ranging interests as electronics, space research, mining, and oil. Some years ago he bought the majority of stock in a film studio in Hollywood and enjoyed much publicity while dating starlets. Six years ago he went into seclusion, apparently having grown tired of the publicity he received. Only his closest business associates have seen him in all that time and then only infrequently. According to all reports he is currently living on the top two floor of his Las Vegas hotel/casino, the Whyte House.

Enemies

BAMBI AND THUMPER

Bambi



STR:9 DEX:13 WIL:8 PER:7 INT:4

SKILLS (SKILL LEVEL/PRIMARY CHANCE)

Hand-to-Hand Combat (11/20), Seduction (2/6),
Stealth (10/18)

HEIGHT: 5'10"

SPEED: 2

WEIGHT: 160 lbs

HAND-TO-HAND DAMAGE CLASS: B

AGE: 26

STAMINA: 28 hours

APPEARANCE: Attractive

RUNNING/SWIMMING: 25 minutes

FAME POINTS: 23

CARRYING: 101-150 pounds

SURVIVAL POINTS: 2

FIELDS OF EXPERIENCE: None

WEAKNESSES: None

Thumper



STR:11 DEX:10 WIL:8 PER:9 INT:7

SKILLS (SKILL LEVEL/PRIMARY CHANCE)

Hand-to-Hand Combat (13/24), Seduction (3/7),
Stealth (8/16)

HEIGHT: 5'9"

SPEED: 2

WEIGHT: 155 lbs

HAND-TO-HAND DAMAGE CLASS: B

AGE: 25

STAMINA: 28 hours

APPEARANCE: Good Looking

RUNNING/SWIMMING: 25 minutes

FAME POINTS: 23

CARRYING: 151-210 pounds

SURVIVAL POINTS: 2

FIELDS OF EXPERIENCE: None

WEAKNESSES: None

BACKGROUND: Bambi and Thumper are a pair of female bodyguards (one black, one white) who are for hire. Five years ago they were a major carnival attraction, but the lack of interest forced the owner to cut their act. They then began to tour some of the sleazier night clubs and cabarets in Europe and America with their two-woman show, which was billed as exotic. They were often in trouble with club owners since they would not put up with any pawing from the patrons and, during an engagement in West Berlin, sent a drunken patron to the hospital, putting him in traction for five months. Their exploits captured the attention of a German industrialist who hired them to be his companions and protect him. During that time, they thwarted three kidnap at-

tempts and an assassination. The relationship seems to have been strictly platonic, but he was forced to let them go when he married. They have since worked for industrialists and political figures who need quality protection. They do not care about the qualities of the people who hire them, just so long as they are paid in full.



HELGA BRANDT

STR:7 DEX:7 WIL:13 PER:9 INT:9

SKILLS (SKILL LEVEL/PRIMARY CHANCE)

Charisma (10/23), Driving (8/16), Evasion (8/15), Fire
Combat (9/17), Hand-to-Hand Combat (8/15),
Interrogation (10/19), Piloting (9/17), Seduction (9/20),
Sixth Sense (10/19), Stealth (12/25), Torture (12/23)

ABILITIES: Photography

HEIGHT: 5'7"

SPEED: 2

WEIGHT: 125 lbs

HAND-TO-HAND DAMAGE CLASS: A

AGE: 32

STAMINA: 30 hours

APPEARANCE: Striking

RUNNING/SWIMMING: 40 minutes

FAME POINTS: 51

CARRYING: 101-150 pounds

SURVIVAL POINTS: 3

FIELDS OF EXPERIENCE: Computers, Economics/Business,
Medicine/Physiology, Toxicology

WEAKNESSES: Attraction to Members of the Opposite Sex;
Greed

BACKGROUND: After graduating from a business school, Brandt went on to become the secretary to the president of a small electronics firm in Frankfurt. After two years work there, she decided to move on. A short time after she left, it was discovered that someone had made copies of the diagrams of a new guidance system the company was developing for NATO and that those plans had somehow wound up on the other side of the Iron Curtain. Her next job was in the Mediterranean where she became secretary to an admiral of Her Majesty's fleet. An information leak was traced back to the base where she was working, but nothing could be proved. She left that job two months later. She disappeared for a time and then resurfaced as personal secretary to Tetsuro Osato. She has been with him for over five years.

NOTE: Brandt is responsible for the stealing of the guidance plans and the information leak. She was scouted by TAROT in Frankfurt and, after leaving the admiral's service, was recruited and trained by TAROT. She is second-in-command of TAROT's Japanese operations.



IRMA BUNT

STR:5 DEX:4 WIL:7 PER:8 INT:6

SKILLS (SKILL LEVEL/PRIMARY CHANCE)

Driving (3/9), Electronics (4/10), Evasion (4/8), Fire Combat (6/12), Hand-to-Hand Combat (4/9), Interrogation (6/12), Piloting (3/9), Science (3/9), Sixth Sense (7/14), Stealth (7/14), Torture (9/15)

HEIGHT: 5'6"	SPEED: 1
WEIGHT: 150 lbs	HAND-TO-HAND DAMAGE CLASS: A
AGE: 53	STAMINA: 28 hours
APPEARANCE: Plain	RUNNING/SWIMMING: 25 minutes
FAME POINTS: 68	CARRYING: 60-100 pounds
SURVIVAL POINTS: 5	

FIELDS OF EXPERIENCE: Chemistry, Medicine/Physiology, Microphotography, Military Science, Snow Skiing, Toxicology, Wargaming

WEAKNESSES: Close Personal Tie; Sadism

BACKGROUND: The earliest records of Bunt place her as an active member of Hitler's Youth Corps. She was decorated several times for exposing several of her neighbors as subversive types. While she could never be considered a pretty girl, she was a mesmerizing speaker and could whip a rally crowd into a frenzy. Her major dream was to help her Fuehrer strengthen the Aryan race any way she could, including becoming a major contributor in the "baby factories." Unfortunately, the war ended before she could make her questionable contribution to the cause. Afterward she still supported the cause and was instrumental in keeping the furtive Nazi Party alive. She was witness to a number of attempts at a revival, but foresaw they were all doomed to failure. Bunt was insightful enough to know that such a movement needed a forceful, charismatic speaker — someone who would elicit cries and cheers and rally people to the cause. The turning point came when she met Karl Ferenc Skorprios. She was immediately taken with the man's presence and his ability to dominate every situation. At the time Skorprios, engaged in smuggling in the Aegean, was hired by Bunt to transport some people from Crete to Casablanca. He took the job with no questions asked and performed admirably. Some years later, after Skorprios had started TAROT, they chanced to meet again when Bunt hired the organization to intercept a team of Israeli agents who were closing in on one of her superiors. Once again, no questions were asked. Bunt has since become a member of TAROT, not so much for the sake of joining the organization as for keeping tabs on Skorprios, whom she still believes could become the charismatic leader of the Fourth Reich.



CHANG

STR:12 DEX:10 WIL:10 PER:9 INT:8

SKILLS (SKILL LEVEL/PRIMARY CHANCE)

Diving (5/16), Driving (8/17), Evasion (5/16), Fire Combat (6/15), Hand-to-Hand Combat (13/25), Interrogation (8/16), Piloting (5/14), Sixth Sense (6/14), Stealth (12/22), Torture (10/19)

HEIGHT: 5'6"	SPEED: 2
WEIGHT: 165 lbs	HAND-TO-HAND DAMAGE CLASS: B
AGE: 30	STAMINA: 28 hours
APPEARANCE: Normal	RUNNING/SWIMMING: 25 minutes
FAME POINTS: 43	CARRYING: 151-210 pounds
SURVIVAL POINTS: 5	

FIELDS OF EXPERIENCE: None

WEAKNESSES: Greed

BACKGROUND: Chang was a professional karate kick-fighter who enjoyed his considerable fame and the money that went along with it. However, he was never too bright and tended to squander his wealth on cars, good times, and women. As his career flourished, Chang realized he got a thrill out of being able to decimate his opponents and his style took on a decidedly more aggressive aura. During one of his more aggressive bouts, he paralyzed his opponent. The resulting negative publicity made him an undesirable commodity to many promoters and his career was soon over. Bitter and broke, he soon began offering his services as a bodyguard and became moderately successful. His business expanded to include assassination when, in 1979, he was handsomely paid to eliminate a business rival of Hai Fat. Since then, Chang has worked for a number of people who requested his services as assassin. When not carrying out such an assignment, he works as a bodyguard for Hugo Drax.



HAI FAT

STR:3 DEX:4 WIL:6 PER:5 INT:5

SKILLS (SKILL LEVEL/PRIMARY CHANCE)

Charisma (3/9), Driving (3/7), Electronics (3/8), Local Customs (4/9), Science (4/9)

ABILITIES: Connoisseur, Photography

HEIGHT: 5'8" SPEED: 1
 WEIGHT: 160 lbs HAND-TO-HAND DAMAGE CLASS: A
 AGE: 58 STAMINA: 28 hours
 APPEARANCE: Normal RUNNING/SWIMMING: 25 minutes
 FAME POINTS: 70 CARRYING: 60-100 pounds
 SURVIVAL POINTS: 3

FIELDS OF EXPERIENCE: Board Games, Chemistry, Computers, Economics/Business, Fine Arts, Golf, Mechanical Engineering, Space Sciences

WEAKNESSES: Greed

BACKGROUND: Hai Fat's money is the result of an accident of birth and his grandfather's clever manipulations of emotions and marriages. His grandfather arranged for certain marriages that created a common link among families of wealthy landowners, shipping magnates, and manufacturers. Some marriages also brought in some less noble types, such as smugglers and panderers. The result of all these weddings, combined with his grandfather's iron rule, was that Hai Fat became heir to a vast array of holdings. Many of his siblings and cousins were killed during the Tong wars of the 1920's; others he has discreetly eliminated over the years. He is now the sole controlling force over Hai Fat Enterprises, all of which are legitimate. His business practices, however, are far from legitimate. He learned well from his grandfather and employs industrial spies, steals rivals' employees, and wages price wars against competitors. It is suspected that he employs strong-arm methods, and some competitors have mysteriously disappeared over the years. No links have been made between Hai Fat and these occurrences.



GOBINDA

STR:15 DEX:11 WIL:14 PER:6 INT:3

SKILLS (SKILL LEVEL/PRIMARY CHANCE)

Boating (5/13), Demolitions (2/5), Driving (5/13), Evasion (6/19), Fire Combat (7/15), Hand-to-Hand Combat (13/28), Torture (10/18)

HEIGHT: 6'5" SPEED: 2
 WEIGHT: 250 lbs HAND-TO-HAND DAMAGE CLASS: C
 AGE: 34 STAMINA: 32 hours
 APPEARANCE: Normal RUNNING/SWIMMING: 45 minutes
 FAME POINTS: 16 CARRYING: 281-350 pounds
 SURVIVAL POINTS: 10

FIELDS OF EXPERIENCE: None

WEAKNESSES: Close Personal Tie

BACKGROUND: Unlike others of his ilk who bodyguard and kill for greed or sadism, Gobinda does so for religious reasons. He is one of the few practicing

devotees of the Cult of Kali. This ancient cult worships the goddess Kali and would serve her by strangling the odd traveller or two. Her followers were called thugs from which the modern word thug comes. For Gobinda every kill is like a religious sacrifice . . . and he is a very devout man. However, there is not much money to be made running about the countryside and doing in complete strangers; so, when Kamal Khan approached him with steady work, Gobinda readily accepted. Kamal keeps his associate very busy, eliminating the competition and occasional annoyances. Gobinda has been able to recruit other Kali devotees to Kamal's service and, as a whole, these thugs are quite formidable. They are the equivalent of the Special Air Services or the American Green Berets. Few people know Gobinda has a sister who works as a secretary in Bombay. They see each other infrequently and never socialize with each other's friends. She is one of the few devotees left of Parvati, the Hindu goddess of love and lust. Very little is known of their parents, but speculation on their home life is interesting.



KAMAL KHAN

STR:6 DEX:10 WIL:12 PER:13 INT:14

SKILLS (SKILL LEVEL/PRIMARY CHANCE)

Boating (10/21), Charisma (14/26), Driving (13/24), Electronics (8/22), Fire Combat (5/16), Gambling (12/25), Hand-to-Hand Combat (3/9), Interrogation (13/27), Local Customs (11/24), Piloting (5/16), Seduction (12/25)

HEIGHT: 5'9" SPEED: 2
 WEIGHT: 170 lbs HAND-TO-HAND DAMAGE CLASS: A
 AGE: 46 STAMINA: 30 hours
 APPEARANCE: Striking RUNNING/SWIMMING: 40 minutes
 FAME POINTS: 45 CARRYING: 101-150 pounds
 SURVIVAL POINTS: 11

FIELDS OF EXPERIENCE: Business/Economics, Fine Arts, Forensics, Golf, International Law, Jewelry, Law, Rare Collectibles, Tennis, Toxicology

WEAKNESSES: Gambling; Sadism

BACKGROUND: Kamal Khan is a nephew of Amanullah Khan, deposed ruler of Afghanistan. In 1929, after ten years on the throne, the emir Amanullah Khan declared himself to be king, since it sounded more authoritative. Later that year, several tribes revolted and ousted Amanullah Khan. Later that same year, Mohammed Nadir Shah, a former member of Amanullah's government, quelled the revolution and declared himself as emir. In 1931, under Shah's rule, Afghanistan became a constitutional monarchy. After many plans, but no action, Amanullah Khan

died without regaining his throne. The family wealth fell to Kamal, who began selling the jewels his uncle had purloined in his escape. These transactions established his credentials as a seller in the jewelry world. He let it be known that for a high commission he would sell jewels of dubious source. His business flourished. There have been times when Kamal came close to being arrested, but he has always managed to cover his tracks. To say that Kamal harbors a grudge against Afghanistan is a euphemism. Of regal bearing and manners, he has always felt his destiny would have been better served if "those ignorant tribesmen" had not ousted his uncle. Kamal, however, does not intend on trying to take the country by force. As he puts it: "To topple a monarchy, one need only be stronger than the present king. To topple a prime minister and parliament requires one to be able to bore each and every bureaucrat to death. And I am not boring." Recent intelligence reports indicate that he has begun dealing with the Soviets; whether this cooperation is because of the recent Russian occupation of Afghanistan or, indeed, the cause of it is not known. Kamal has plowed his wealth into legitimate pursuits. For example, he owns the Monsoon Palace and the Oberai Shikarbad near Udaipur in India. Kamal is not a very good loser and has been known to make mistakes in the heat of exacting revenge. He is an inveterate gambler and is especially fond of backgammon, often playing it for high stakes. (He cheats by using loaded dice but so far has never been caught.) He also enjoys such genteel pastime as tennis and polo.



ERICH KREIGLER

STR: 14 DEX: 8 WIL: 9 PER: 8 INT: 6

SKILLS (SKILL LEVEL/PRIMARY CHANCE)

Charisma (1/10), Cryptography (4/10), Demolitions (3/9), Driving (4/12), Evasion (8/19), Fire Combat (9/17), Hand-to-Hand Combat (13/27), Interrogation (6/12), Mountaineering (5/16), Piloting (5/13), Sixth Sense (6/13), Stealth (8/17), Torture (7/14)

ABILITIES: First Aid, Photography

HEIGHT: 6'2"	SPEED: 2
WEIGHT: 215 lbs	HAND-TO-HAND DAMAGE CLASS: C
AGE: 29	STAMINA: 28 hours
APPEARANCE: Striking	RUNNING/SWIMMING: 25 minutes
FAME POINTS: 57	CARRYING: 211-280 pounds
SURVIVAL POINTS: 5	

FIELDS OF EXPERIENCE: Computers, Ice Hockey, Military Science, Snow Skiing, Squash, Tennis, Wargaming

WEAKNESSES: None

BACKGROUND: Kreigler was recruited into the KGB straight out of the Soviet Army. He was trained and, due to his physical prowess and skills, was given the cover of a competition skier. Kreigler is ostensibly from East Germany. There was some discussion over whether or not his cover might sustain his claiming to be from one of the Western nations. It was decided that, while his cover could sustain such a story, Kreigler himself could not. He has proved himself excellent at handling the arts of assassination and destruction, but he lacks the subtlety needed to be a first-class undercover agent or mole. His dedication to the state is well known, and he has exhibited a certain degree of low cunning. One of his superiors described him as "a young Krasno Granitsky, but without the charm."



LAZAR

STR: 4 DEX: 7 WIL: 8 PER: 10 INT: 9

SKILLS (SKILL LEVEL/PRIMARY CHANCE)

Charisma (4/12), Demolitions (6/15), Driving (3/11), Electronics (6/15), Evasion (5/10), Fire Combat (10/18), Hand-to-Hand Combat (4/8), Science (4/13), Stealth (4/12)

ABILITIES: First Aid

HEIGHT: 5'5"	SPEED: 2
WEIGHT: 130 lbs	HAND-TO-HAND DAMAGE CLASS: A
AGE: 55	STAMINA: 28 hours
APPEARANCE: Normal	RUNNING/SWIMMING: 25 minutes
FAME POINTS: 37	CARRYING: 60-100 pounds
SURVIVAL POINTS: 2	

FIELDS OF EXPERIENCE: Chemistry, Forensics (specifically ballistics), Mechanical Engineering

WEAKNESSES: Agoraphobia

BACKGROUND: The world of espionage is not composed entirely of organizations. There are freelancers, such as Francisco Scaramanga or Aristotle Kristatos, who want the most up-to-date equipment available and custom-designed equipment made to their specifications. Lazar is just such the technician they need. He is a master gunsmith now working out of Macao. As a young boy in Portugal, he was apprenticed to the village blacksmith since his agoraphobia eliminated his working in the fields. His natural aptitude made him a quick study, but making horse-shoes, hasps, and hinges did not satisfy his desire to make intricate mechanisms. The turning point came when a man brought him a rifle that misfired. The man could not afford to send the rifle to Lisbon for repairs and so brought it to Lazar as a last resort.

Lazar became fascinated by the mechanism and accepted the challenge readily. He repaired the mechanism, forging and shaping the replacement parts himself. His interest in armament now piqued, Lazar joined the Portuguese Army and eventually managed to get himself transferred to the ordnance section where he could work on firearms to his heart's content. Often the officers would ask him to do cosmetic work on their pistols. An officer who could not raise his right arm because of nerve damage ordered Lazar to come up with a usable weapon. Lazar worked feverishly until he perfected a gun whose grip extended straight back; the officer could fire it by squeezing a trigger placed behind the hammer with his thumb. After leaving the army, Lazar found his services would command a high price. He wound up in Southeast Asia, making weapons for North and South Vietnamese guerrillas and the Pathet Lao. He has set up shop now in Macao since he no longer has to look for work. The shop may seem cramped and tiny, but it is perfectly suited to his needs and keeps his phobia under control.

NOTE: While Lazar is listed as an enemy of James Bond, he should be treated as Neutral with all Player Characters. He has his own special reasons for hating Bond, arising from a confrontation with him during 007's relentless pursuit of Scaramanga.



NICK NACK

STR: 2 DEX: 4 WIL: 5 PER: 7 INT: 6

SKILLS: None

ABILITIES: Connoisseur

HEIGHT: 3'1"

WEIGHT: 72 lbs

AGE: 29

APPEARANCE: Normal

FAME POINTS: 5

SURVIVAL POINTS: 2

SPEED: 1

HAND-TO-HAND DAMAGE CLASS: A

STAMINA: 24 hours

RUNNING/SWIMMING: 10 minutes

CARRYING: 60-100 pounds

FIELDS OF EXPERIENCE: None

WEAKNESSES: None

BACKGROUND: Scaramanga's butler. Nick Nack worked as a clown in the Scaramanga circus and the two youths became friends. They separated when Scaramanga emigrated to the United States, but Scaramanga sent for him when he went into his self-imposed exile. They have been together ever since. Nick Nack is known to have helped Scaramanga set up his kills on occasion.

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Thrilling Cities



Amsterdam, Holland

The ads calling the city "Surprising Amsterdam" may be dismissed by many as media hype. Visitors expecting to see little Dutch girls with starched hats, windmills around every corner, and little boys with their fingers in a dike will be sorely disappointed. Amsterdam has grown into a major metropolitan area and an important shipping center.

The most surprising thing about Amsterdam, indeed all of Holland, is that it has been built up out of a river delta. The patient, methodical Dutch people brought in topsoil and filled in the marsh and water to make the city. This task could be compared with filling an olympic-sized swimming pool with sand — using only a tablespoon. The canal system they subsequently built has made the city one of the most important seaports for northern Europe.

Amsterdam caters to the flux of tourists and travellers by offering a variety of cuisines and entertainments. Amsterdam has over 300 restaurants, ranging from the traditional Dutch to exotic Indonesian. There are over 700 bars and cafes in which the parched tourists can slake their thirst and grab a quick snack.

The Dutch are a very voluble people who will speak their mind openly on any subject. They are more than willing to help a visitor find his way or to recommend sights in the city. Their willingness to give directions is a major asset to the visitor. The popular theory is that it is easy to find any one particular address in Amsterdam so long as you follow the canals and the Amstel River. This is so much public relations hogwash. A city map or guide would be very helpful to the first-time visitor.

A favorite tourist pastime in Amsterdam is simply walking along the streets in the older neighborhoods and admiring the architecture, the houses, and the people's living rooms. The Dutch are

very proud of their homes and home life, and most houses have a huge picture window through which passerbys cannot help but see the owners relaxing in their living rooms. For many visitors this is an uncomfortable experience, since they are used to heavy drapes to discourage Peeping Toms. For the Dutch, the opened curtains (or lack thereof) is a sign of pride in their homes and families.

For those inclined to look through windows but find domestic scenes boring, there can be a leisurely walk down the Oude Zyds Voorburgwal where one can enjoy a different vista. This is the red light district where available women lounge in their picture windows against the backdrop of bed, candles, and oils. This street is statistically the safest in all Amsterdam, so long as one does not stray down one of the alleys. For those interested, a wide variety of not-so-legal commodities can be purchased from furtive vendors along Rembrandtsplein.

HOTELS: While the concept of an inexpensive Amsterdam tour is nothing more than a beloved memory, the high degree of service more than makes up for the costs. Rooms are kept scrupulously clean and neat and service is prompt and courteous. People who take a very small room may get stuck with the strange anomaly known as a shower toilet in which the toilet is against one wall of the shower stall. This arrangement may be a tad inconvenient should one person wish to read a newspaper while another wants a quick shower.

- **Amstel Hotel (1 Professor Tulpplein)**
Features: The finest hotel in Amsterdam since its inception in 1866, the Amstel has been the traditional retreat for visiting royalty and often has international entertainment superstars staying here when they appear at the nearby Theatre Carre. The velvet decor and large, spacious rooms are luxury personified.

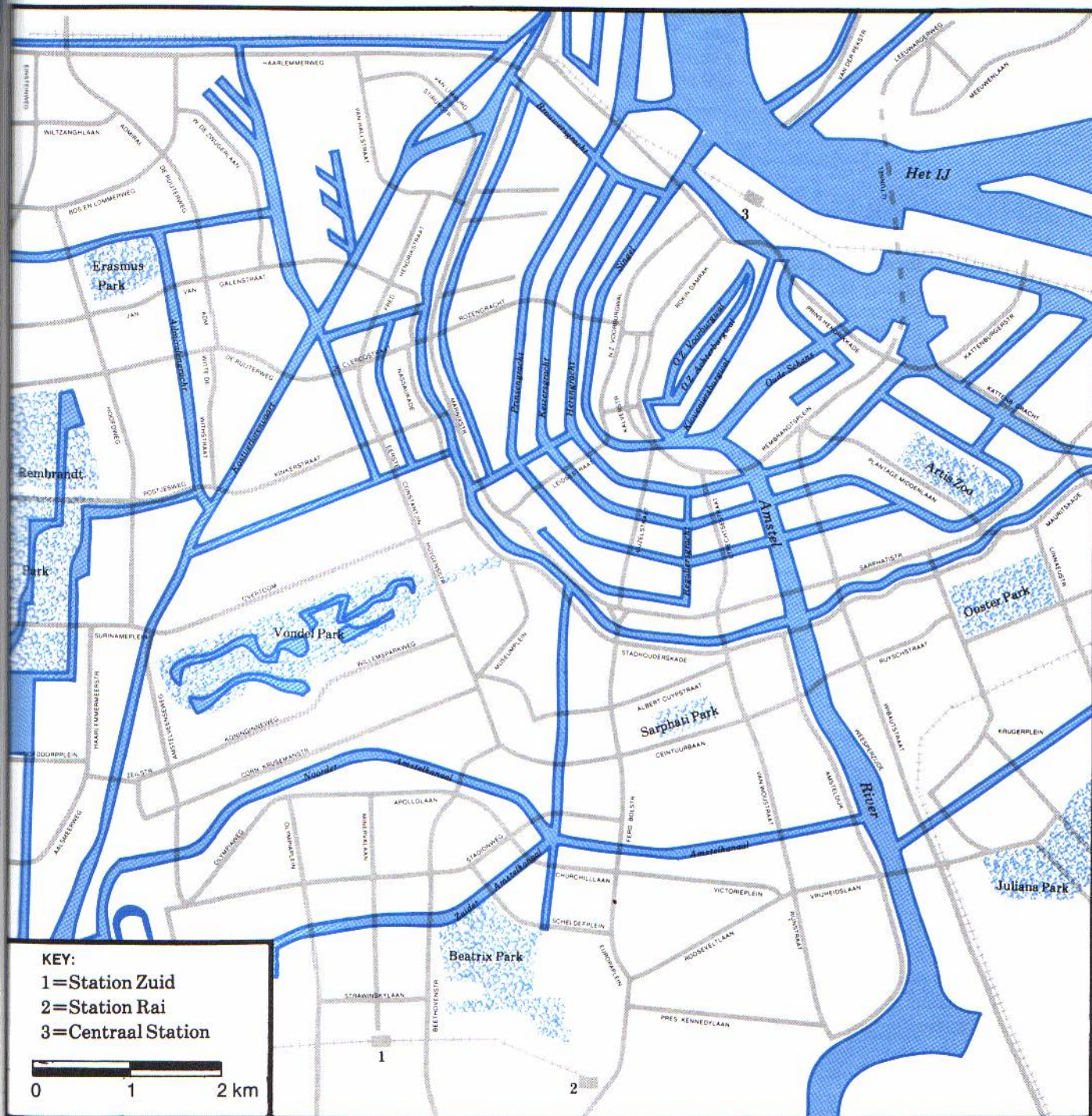
- **Grand Hotel Krasnapolsky (9 Dam Square)**

Features: Founded by an enterprising Polish tailor, this hotel has expanded and undergone major renovations throughout its history. The suites are currently designed to resemble small apartments, complete with small kitchens. The management believes this arrangement gives the traveller a greater sense of home and allows him to relax more easily.

- **Hotel de l'Europe (2-4 Nieuwe Doelenstraat)**

Features: This hotel is similar to the Amstel in decor and luxury. Next to each bed is a set of buttons which will summon room service, the maid, or will light up the "Do Not Disturb" sign near the door.

RESTAURANTS: Restaurants specializing in almost any cuisine can be found in Amsterdam. However, visitors should not pass up the chance to sample true Dutch cooking, which while not spectacular is satisfying and filling. Some dishes include *Hutspot* (a stew made of carrots, beef, onions, and potatoes all mashed together); *Zuurkool Met Spek en Wurst* (sauerkraut with bacon and sausage); *Rolpens* (a combination of minced beef, fried apples, and red cabbage); and *Gerookte Paling* (smoked eel, a favorite Dutch appetizer).

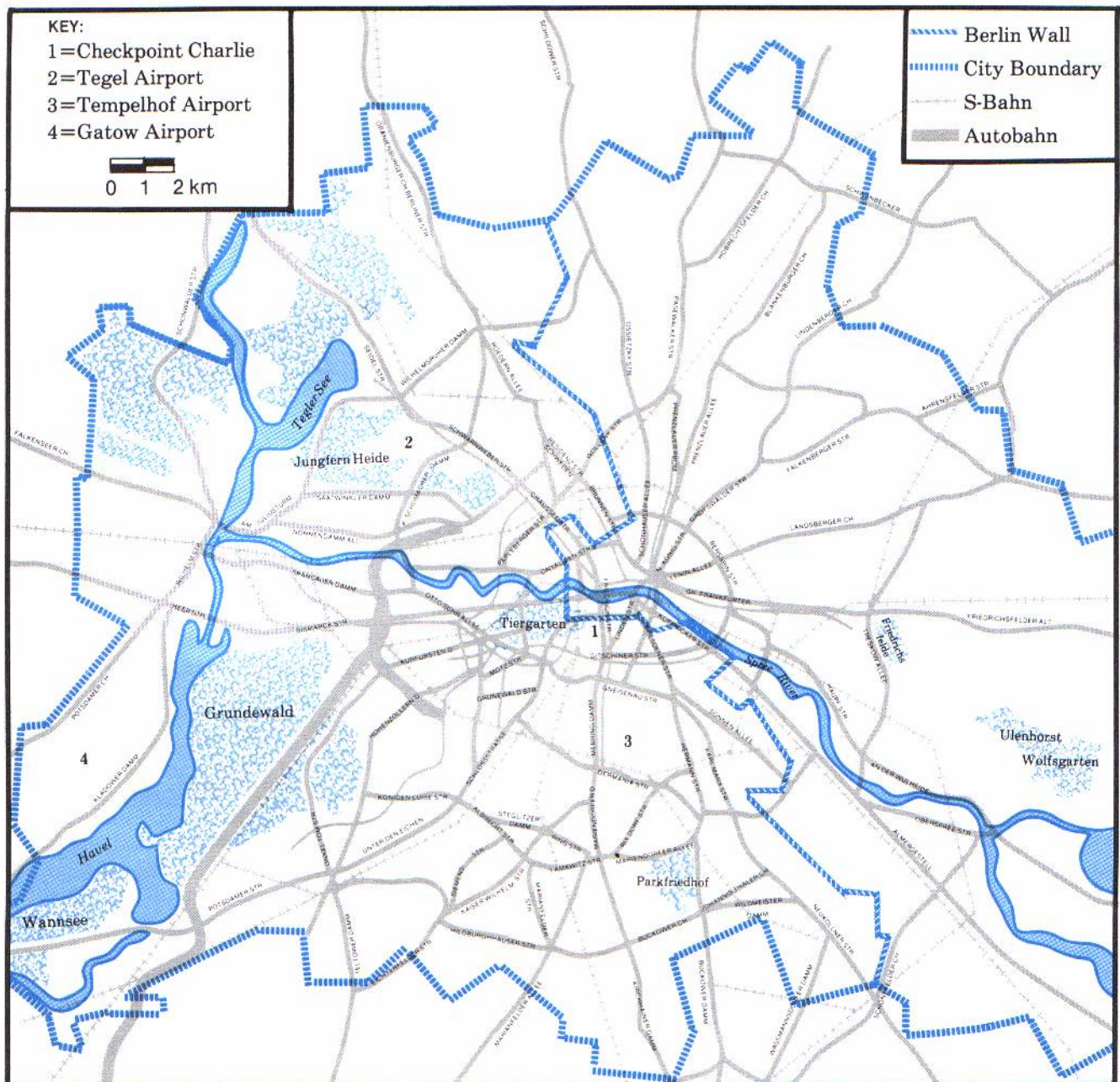


meatballs, herring, and capers. *Aal grun mit Gurken-salat* is tiny pieces of eel in sauce, served with boiled potatoes and cucumber salad.

- **Alexander** (*Kurfurstendamm 46*)
Fine food is served in a warm atmosphere. It is usually frequented by the artistic residents of the city.
- **Conti Fischstuben** (*Hotel Ambassador*)
This restaurant is renowned for fish dishes.
- **Maitre** (*Meinekestrasse 10*)
This gourmet restaurant features French cuisine, offering bouillabaisse on Tuesdays and Fridays.
- **Alt-Berliner-Bier Salon** (*Kurfurstendamm 225*)
Decorated with art objects and bric-a-brac, the specialties are Eisbein and *Schlachtplatte* (mixed offal and sausage).

ENTERTAINMENT: West Berlin is a Janus in regard to entertainment offerings. One face features the brilliant operas and theater presentations. The other displays the flashy, risqué, sometimes vulgar cabarets. Personal taste should prevail.

- **Coupe '77** (*Kurfurstendamm 177*)
Decorated in the style of a carriage on the Orient Express, this is really a very chic discotheque.
- **New Eden** (*Kurfurstendamm 71*)
Two bands, strip shows, reasonably priced drinks.
- **Chez Nous** (*Marburgstrasse 14*)
Plush styling and a cabaret revue with a world famous drag show.
- **La Vie en Rose** (*Waitzstrasse 22*)
International stars, spectacular shows and lighting effects.



- **Restaurant de Boerderij** (69 Korte Leidsedwardsstraat)
The menu mixes French haute cuisine with old Dutch staples. Dishes are cooked to order. The decor is mostly wood with copper cooking utensils dotting the walls.
- **D'Vijff Vlieghe** (294-302 Spuistraat)
The decor is solidly Old Dutch, and the menu is filled with spicy fish dishes and hearty meat stews and meals.
- **De Kersentuin** (7 Dijsselhofplantsoen)
One of the newest and most pleasant of Amsterdam's restaurants, its wood and brass decor manages to stay warm and inviting. There are windows so diners can watch the kitchen at work.

MONEY: Five guilders (Dfl.) equal one pound.

COMMUNICATIONS: International direct dialing is possible and the service is efficient. Telegrams, cables, and international phone calls can be made 24 hours a day from the post office at 182 Nieuw Zijds, Voorburgwal.

LANGUAGES: Dutch, English, German, French

GETTING AROUND: Amsterdam has an excellent bus and tram system that can take you anywhere in the city proper. Renting a car is not a terrific idea since the city is a maze of one way streets and back alleys. It is better left to professionals. In most major cities one can go to the street and hail a passing cab. In Amsterdam you must call the Central Taxi Exchange and request one to come and pick you up. Otherwise, you can do what the natives do and get around on a bike. These can be easily rented at places throughout the city.

EQUIPMENT: Ease Factor 6

INTELLIGENCE AGENCIES: M.I.6, the C.I.A., and the KGB all maintain Level 2 Station Houses here.

Athens, Greece

The birthplace of democracy is one of the most beautiful cities along the Aegean Sea. Here stands the Acropolis, crowned by the Parthenon, and Mount Likavitos. Tourists and aficionados of ancient history can walk and revel amidst the remains of Hadrian's Library, the Temple of the Olympian Zeus, the Theater of Dionysus, and the Pnyx, the meeting place for the citizens of ancient Athens.

Side by side with these ancient marvels are the modern beauties — the Greek Houses of Parliament, the single-story housing in the Plaka neighborhood that surrounds the Acropolis, and the Panathenean Stadium, created for the first of the modern Olympics in 1896 and constructed entirely of pure white Pentelic marble.

This blending of old and new is due to the strategic and political importance Athens has played throughout history. It has been sacked, re-built, burned, and restored by every major civilized and uncivilized group one can think of.

The visitor can ride the funicular railway up the steep slopes of Likavitos, enjoy lunch at a restaurant, and browse about the chapel of St. George. (The open air theater can be reached by car since it sits in a crater of the mountain.) Then, at sunset, one can enjoy the spectacle as the receding light makes Mt. Hymettus glow violet, the reflected color bathing the city below. The phenomenon lasts only a few moments, and then the city is quickly dark. Of course, one must pick a day when the north wind has blown away most of the pollutants. (A Greek Minister of Communications once blamed the pollution for the decline in the amorousness of Greek women.)

The Plaka, on the north slope of the Acropolis, is by day a neighborhood of squat houses, small chapels, tiny gardens, and crumbling stairways. It offers the local color tourists seek, and since no cars

are allowed in, it is a pedestrian's paradise. At night, though, the *tavernas* turn on their neon lights, and music blares from the bars and nightclubs. At this time most natives are elsewhere, leaving the tourists to their strange pleasures.

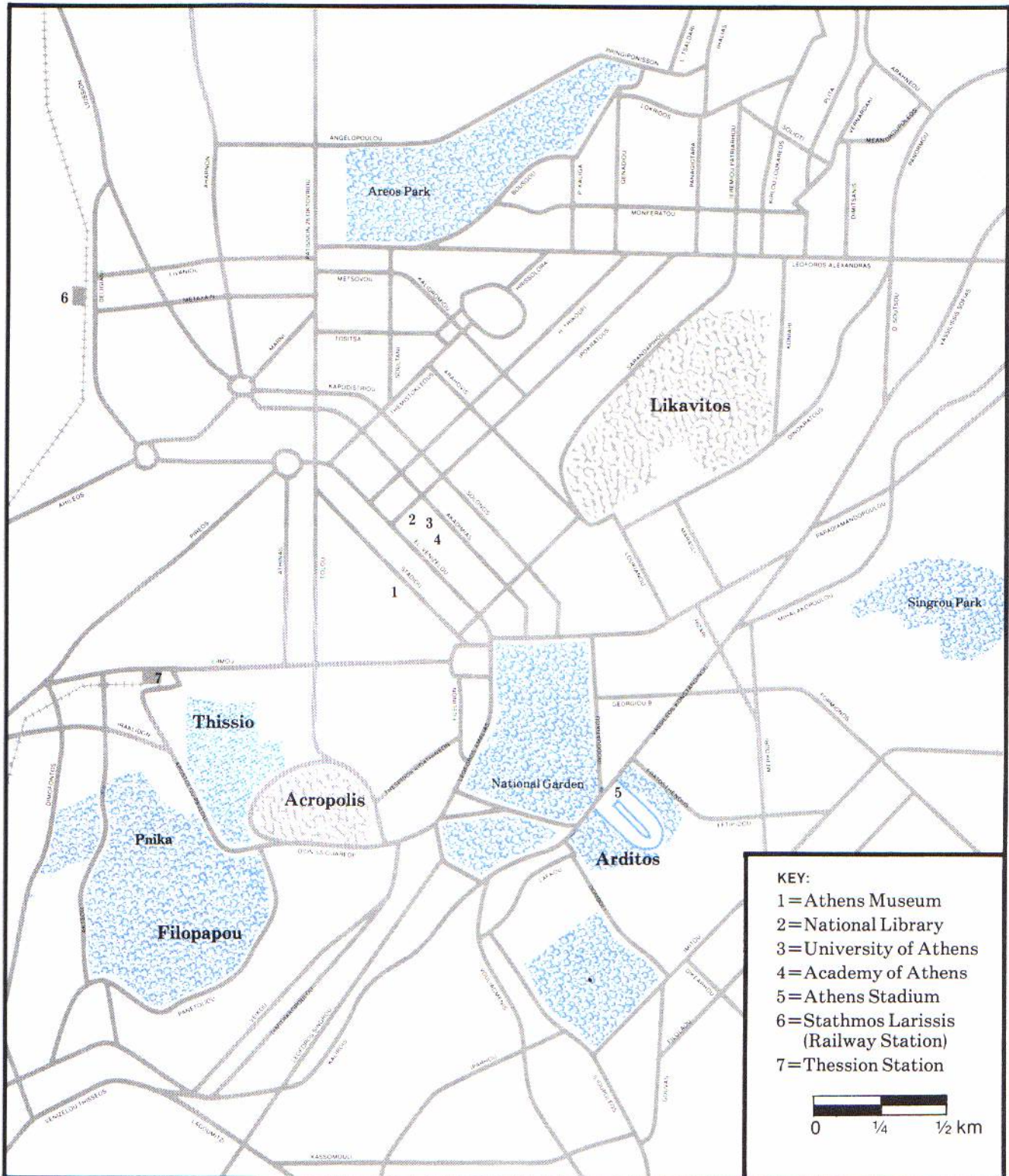
Six miles from the center of Athens is the Piraeus, the city's industrial center and major port. To the south is the port of Zea, a favorite winter haven for yachts. It is also attractive for its duty-free shops and large swimming pool (the nearby beach is terribly polluted). The wharves here contain the Naval Museum and the Veakio open-air amphitheater, and are dotted with open air cafes.

HOTELS: Hotels rooms are next to impossible to get without reservations. Many may worry that, with so many old buildings around, the hotels may be in serious disrepair. Such is not the case, since most of the hotels in the city were built within the last 15 years and are modernized regularly.

- **Athens Hilton**
(Vassilissis Sofias and Vassileos Konstandinou)
Features: Swimming pool, outdoor dining, restaurants, nightclub, roof garden, and parking garage for guests. It is more like a small city than a hotel.
- **Royal Olympic** (28 Diakou)
Features: This hotel has only a small pool and is off the beaten track. However, if you get a room facing front, you will find a spectacular panoramic view of the Temple of Zeus across the way. In the distance are the National Garden and Likavitos. Even if you do not stay, you should go to the lounge for breakfast or lunch and admire the view.
- **St. George Lycabettus** (2 Kleomenous)
Features: Built high up on the slopes of the Likavitos, this hotel offers a spectacular view from every room. There is a rooftop pool and restaurant, and dancing is offered in the Grill Room. Well worth a visit is Tony's Bar, just below the hotel.

RESTAURANTS: Athens is not a gastronome's delight. There are no outstanding restaurants, but the Greek cuisine is an interesting adventure, although some call it dull and vapid. Some dishes include: *caravides* (fried crayfish with Russian dressing), *koheli* (lobster, mussel, crab, shrimp, or red snapper baked in a shell with cognac), *moussaka* (chopped meat with eggplant), and *dolmadakia* (vine leaves stuffed

with meat, onions, and spices and served with a lemon sauce). Dull, indeed! The listings below differ from other cities in this chapter since no restaurant is particularly outstanding (though all are good). In addition to restaurants are listed tourist tavernas (more like nightclubs than anything else and designed to fill the need of tourists to see the stereotypical Greek establishment) and tavernas (more traditional



with their orchestras of three guitars, dancing patrons, and broken plates — smashing dishes is the Greek equivalent of "Bravo!").

Restaurants:

- **Balthasar** (27 *Tsocha*)
- **Skorprios** (1 *Evrou*)
- **Papakia** (5 *Iridanou*)

Tourist Tavernas:

- **Plakiotiko Saloni** (15 *Daedalou*)
- **Kalokairinos** (10 *Kekropos*)
- **Palaia Athina** (4 *Flessa*)

Tavernas:

- **Belle Maison** (6 *Fokaikas*)
- **Lyriki Gonia** (32 *Mythimnis*)
- **Psatha** (110 *Drosoupoulou*)

MONEY: 100 drachmas equal one pound.

COMMUNICATIONS: Mail may be sent from the main post office at 100 Eolou. The Central Cable office is at 85 28 Oktovriou. Central Phone exchange is at 15 Stadiou. There are telephones on every block at the ubiquitous kiosk, a kind of Greek general store, which can be found on almost every street corner.

LANGUAGES: Greek, English

GETTING AROUND: Rental cars or taxis are fine. Settle on the taxi charge beforehand since many times the meters do not work.

EQUIPMENT: Ease Factor 4

INTELLIGENCE AGENCIES: M.I.6 and the C.I.A. maintain Level 2 Station Houses. The KGB keeps a Level 3 house.

West Berlin, Germany

Visitors to Berlin would be well advised to remember that they are, for all intents and purposes, in a small nation set in the middle of the German Democratic Republic. Shortly after World War II the city was divided into four sectors under the control of the four nation Kommandantura. When the Soviet general walked out in 1948, the Berlin Blockade went into effect. West Berlin was isolated 110 miles from the nearest West German border. All forms of ground transportation were halted. The Western powers initiated the Berlin Airlift. When it started, ten planes a day flew supplies to West Berlin. Soon there were a thousand planes every day. This supply line kept the western part of the city from coming under Communist control.

The city's hub of activity is the Kurfurstendamm area. During the day this is a busy shopping area with large postwar stores dotting the streets. At night it is equally active as the theater district. Glassed-in sidewalk cafes line the streets and offer excellent places of respite and dining.

The Kaiser Wilhelm Memorial Church is the buffer between the Kurfurstendamm and the Tiergarten Park, which contains the Berlin Zoo. Strictly speaking, it is more than a zoo since it offers restaurants, bars, and concerts in addition to the animal attractions. The Tiergarten has existed for more than 150 years, but the trees were cut down by freezing Berliners for fuel during the winter of 1945-46. While the park does not have the grandeur it once did, the Berlin people have done their best to reforest it and restore its beauty.

The rolling contours of the Tiergarten and other sections of West Berlin add significantly to the charm of the city. Visitors are surprised to find the terrain was formed by spreading soil and seed over

the rubble piles from the buildings bombed during the Second World War.

HOTELS: All the old, nostalgically sumptuous hotels were destroyed during the war and replaced with modern, first-class hotels. The number of visitors to West Berlin makes reservations a must. Tegel Airport has a Hotel Room Availability Board that offers up-to-the-minute information. Reservations can be made from the airport.

- **Ambassador** (*Bayreuther Strasse 42*)
Features: 120 rooms with bath, radio and television, French restaurant, and roof pool.
- **Bristol Hotel Kempinski**
(*Kurfurstendamm and Fasanenstrasse*)
Features: 350 rooms, three restaurants, two bars, indoor pool, and casino.
- **Palace** (*Europa Center, Budapesterstrasse*)
Features: 175 rooms, two gourmet restaurants, and bar.
- **Steigenberger-Berlin** (*Rankesstrasse 30*)
Features: 700 rooms, indoor pool, sauna, solarium, and excellent restaurants (Park Restaurant, gourmet cooking; Berliner Stube, restaurant/bar; Cafe Charlotte, casual lunches and dinners).
- **Schlosshotel Gehrus** (*Brahmstrasse 4-10, Grunewald*)
Features: 30 rooms. Former private residence offering privacy in an out-of-the-way place.

RESTAURANTS: Three dishes can be found in just about any restaurant or cafe in West Berlin: *Bockwurst* (a hyperthyroid hot dog), yellow pea soup with sliced Bockwurst floating in it, and *Eisbein* (pig hocks) and sauerkraut. Bockwurst vendors dot the city and there is a chain of restaurants all over West Berlin called Berliner Kindl that offer very good Eisbein. Other favorite dishes include roast goose, roast pork, and dumplings. *Konigsberger Klop* is a mixture of

MONEY: 4.27 Deutsche marks (DM) equal one pound. There are 100 pfennigs to the mark.

COMMUNICATIONS: Long distance and international calls may be made from a hotel or the post offices. Telegrams may be sent through the hotel concierge or a post office.

CASINOS: Roulette and baccarat are offered. Minimum bet range is 2 to 10 marks.

LANGUAGES: German, English, French

GETTING AROUND: Berlin has an excellent underground (U-Bahn) and surface (S-Bahn) railway system for getting around the city. There is also an intricate bus system that may be confusing to newcomers.

EQUIPMENT: Ease Factor 5

INTELLIGENCE AGENCIES: The KGB, the C.I.A., and M.I.6 all maintain Level 3 Station Houses here.

East Berlin, Germany

Of course, any assignment taking a characters into West Berlin will probably involve East Berlin. After all that is why Berlin is known as the spy center of the world.

One way for a non-Berliner to enter East Berlin from West Berlin legitimately is through the infamous Checkpoint Charlie at the corner of Friedrichstrasse and Zimmerstrasse. A valid passport and a special permit are required for visitors. The permit can be obtained at the checkpoint and costs 5 marks. One can also enter by riding the S-Bahn or U-Bahn. Cars driven into East Berlin must have the registration certificate, international insurance card, and a car sticker showing country of origin. The charge for cars is 10 marks.

Visitors can always fly directly to Schonfeld Airport in East Berlin but it is not as much fun.

Considering East and West Berlin were equally ravaged during the Second World War, the progress made in East Berlin is depressing when compared with West Berlin's. Checkpoint Charlie is surrounded by ruins and just inside the Russian sector is the famous bunker where Hitler spent the last days of the war.

There is very little of aesthetic interest in East Berlin. Most of the great architecture that survived the war destruction was later torn down to make room for cold and austere constructions. The Imperial Palace, complete with cathedrals, stood for over 400 years until it was torn down in 1951 to make room for Marx-Engels-Platz, the Red Square of Berlin. Among the most interesting sights in East Ber-

lin are the museums and, according to the tour guides, the Soviet cemetery at Treptow. East Berlin's saving graces are the excellent theaters, thirteen in all including the famous State Opera.

HOTELS: Hotels in East Berlin which would be considered luxurious by Western standards are not particularly plentiful.

- **Palast (Palace of the Republic)**

Features: 600 rooms, French restaurant, Asian restaurant, coffee house, pub, indoor pool, sauna, gymnasium, and bowling alley. Avis and Hertz rental cars are available here.

- **Stadt Berlin Interhotel (Alexanderplatz)**

Features: Restaurants, underground parking, travel agency, bank, shops, sauna, and hairdresser.

RESTAURANTS: On Friedrichstrasse there is the Gany-med, featuring international cuisine; reservations are needed. On the Karl-Marx-Allee are the Moskau, Haus Budapest, and Cafe Warschau.

MONEY: 4.25 Marks der Deutschen Notenbank (MDN) equal one pound.

COMMUNICATIONS: Telephone calls local, long distance, and international can be direct dialed.

LANGUAGES: German, Russian, English

GETTING AROUND: The S-Bahn and U-bahn extend into East Berlin.

EQUIPMENT: Ease Factor 3

INTELLIGENCE AGENCIES: M.I.6 and the C.I.A. maintain Level 3 Station Houses. The KGB does not maintain a covert house; instead, it has a headquarters here.

Bombay, India

The capital city of the Maharashtra section of India is the perfect example of the direction in which India is heading. The skyline shows a melange of modern skyscrapers and traditional Indian architecture. A new prosperity has changed the lives of these ancient peoples.

Of course, such a major change is always slow. In Bombay it is possible to emerge from a sumptuous five star restaurant and then be accosted by a beggar or a fakir offering to tell your future. The government is doing everything it can to get rid of begging, but their efforts have not been totally suc-

cessful since begging is still a viable and profitable method of making money. (There are organized gangs who buy children and send them out on the streets. The more sadistic ones will cripple the children in spectacular ways to gain more sympathy. But such gangs are becoming rare now that the government is cracking down.)

People from the inland villages come to Bombay, seeking their fortunes. For many this relocation also means a loss of the traditions of their villages, but none seem to mind. It appears that modern luxury wins out over religious or tribal orthodoxy.

Bombay's greatest sight, the carved temple of Elephanta Island, is a short boat ride from the main city. The temple measures 130 by 130 feet and was carved out of rock. Its walls are covered with sculpted religious figures. The temple is dedicated to Siva and is well worth the boat trip.

Bombay has a wide assortment of museums and galleries. But most interesting to Westerners will be the people. The women walk through the streets to the markets in the traditional Marathi outfit, a sari worn skintight between the legs. A flower is worn in the pulled back hair as a matter of course. The women do the shopping and handle the home finances. The men are sent out to become fishermen. They are a friendly people who care a great deal for family and friends.

HOTELS: While new hotels have recently been built, the visitor will still find it best to make reservations ahead. Bombay is important to the country as a city where foreigners, both tourist and businessman, must be made comfortable. If there is a shortage of hotel rooms, the government can arrange for a visitor to stay in a private home as a paying guest.

- **Taj Mahal Intercontinental**

(Apollo Bunder at the Gateway of India)

Features: A monument to Victorian grandeur, this hotel has recently been restored and renovated. It has 5 fine restaurants with one, the Shiamana, staying open 24 hours. Swimming pool, health club, shops, and public rooms make this the social hub of Bombay.

- **Welcomhotel Searock (Bandra)**

Features: This hotel offers a marvelous view of the ocean in addition to its restaurants, bars, and complete gym and sports facilities.

- **Oberoi Towers (Nariman Point)**

Features: This new hotel features 8 restaurants and a garden terrace/pool with barbecue.

RESTAURANTS: If you like spicy food, you will adore Indian cuisine. *Dhansak* is lamb or chicken, cooked with curried lentils and served with steaming rice. *Kadhi* is a curry made of yoghurt and fried puffs (stuffed with bay leaves, ginger, chilies, and chopped vegetables), served with fragrant rice. *Halwa* is a sweetmeat filled with chopped nuts and, occasionally, covered with a tissue-thin layer of edible silver.

Some of the best restaurants include:

- **Kabab Corner (Nataraj Hotel)**

- **The Other Room (Ambassador Hotel)**

- **Berry's (Veer Nariman Road)**

- **Rangoli**

(National Center for Performing Arts, Nariman Point)

- **Copper Chimney (Rampart Row)**

MONEY: 16.80 rupees equal one pound.

COMMUNICATIONS: Telephone communication within and without India is only fair. When placing calls, leave plenty of time for connections to be made. Post offices have cable and international phone facilities.

LANGUAGES: Hindu, English, and 14 official dialects

GETTING AROUND: Rental cars are not available in India. Chauffered cars are not too expensive and taxis are plentiful.

EQUIPMENT: Ease Factor 4

INTELLIGENCE AGENCIES: M.I.6, the C.I.A., and the KGB all maintain Level 3 Station Houses here.

Cairo, Egypt

Cairo has been in existence in one form or another for over 4,000 years. Its strategic location near the mouth of the Nile at the beginning of the delta makes it one of the most important trading ports of the Middle East. Officially, Cairo is located in Lower Egypt, which is north of Upper Egypt; the inverted designation arises from the fact that the Nile is one of the few rivers north of the equator to flow north rather than south. Thus, the Nile flows down from Upper Egypt to empty through Lower Egypt into the Mediterranean.

People visiting Cairo for the first time are warned to get a map and, if possible, a dragoman. Dragomans originally started out as interpreters, but over the centuries their position has grown into that of guide, interpreter, mentor, bodyguard, and father confessor. He is that well-known cliché from the movies who advises against tipping too much or giving too much loose change to the street urchins.

Cairo, in fact all of Egypt, is working hard to pull its people out of the claws of poverty. The streets still feature vendors working out of stalls and carts,

but there are hardly any beggars left on the streets, and those only in the outlying parts of the city.

Instead, Cairo is filled with middle-class people doing an honest day's work. There is a city-wide transportation system but it is usually filled with native commuters and is so confusing that it cannot be recommended for tourists. Visitors should take taxis, which are plentiful except at rush hour. The best place to catch one is outside a major hotel.

Of course, the most spectacular sights around Cairo are the pyramids and the Sphinx. Although they are nine miles away, the pyramids can be seen from the city. Pictures cannot do these sites justice, and visitors are inevitably awed when viewing them in person.

The Great Pyramid where the Pharaoh Cheops is entombed contains 2.5 million tons of stone. As figured by Napoleon, the cubic content of the pyramid is enough to build a wall ten feet high and one foot thick all the way around France. The area of its base can hold in it Westminster Abbey, the Cathedrals of St. Paul's and St. Peter's, plus the cathedrals of

Florence and Milan all at once. In American terms, the base is the equivalent of the four city blocks taken up by Lincoln Center in New York.

The Sphinx is 190 feet long and 66 feet tall. The face alone is 16.6 feet across.

Those expecting to rent a camel to cross the trackless sands to admire these wonders of the Ancient World will be a bit disappointed. A modern four-lane highway leads tourists right up to the base of the pyramids.

The traditional image of the heavily veiled woman is a myth in Cairo. Women travelling alone, however, should dress conservatively and restrict all shorts for the pools and beaches.

Cairo has one of the lowest crime rates of any major city in the world. Violent crimes are unknown, outside of the occasional family feud or vendetta.

HOTELS: Ten years ago getting an acceptable hotel room would have been a miracle on par with the mountain going to Mohammed. But recent financial and construction developments have made the accommodations in Cairo comfortable and plentiful.

• **Nile Hilton** (*Corniche el Nil*)

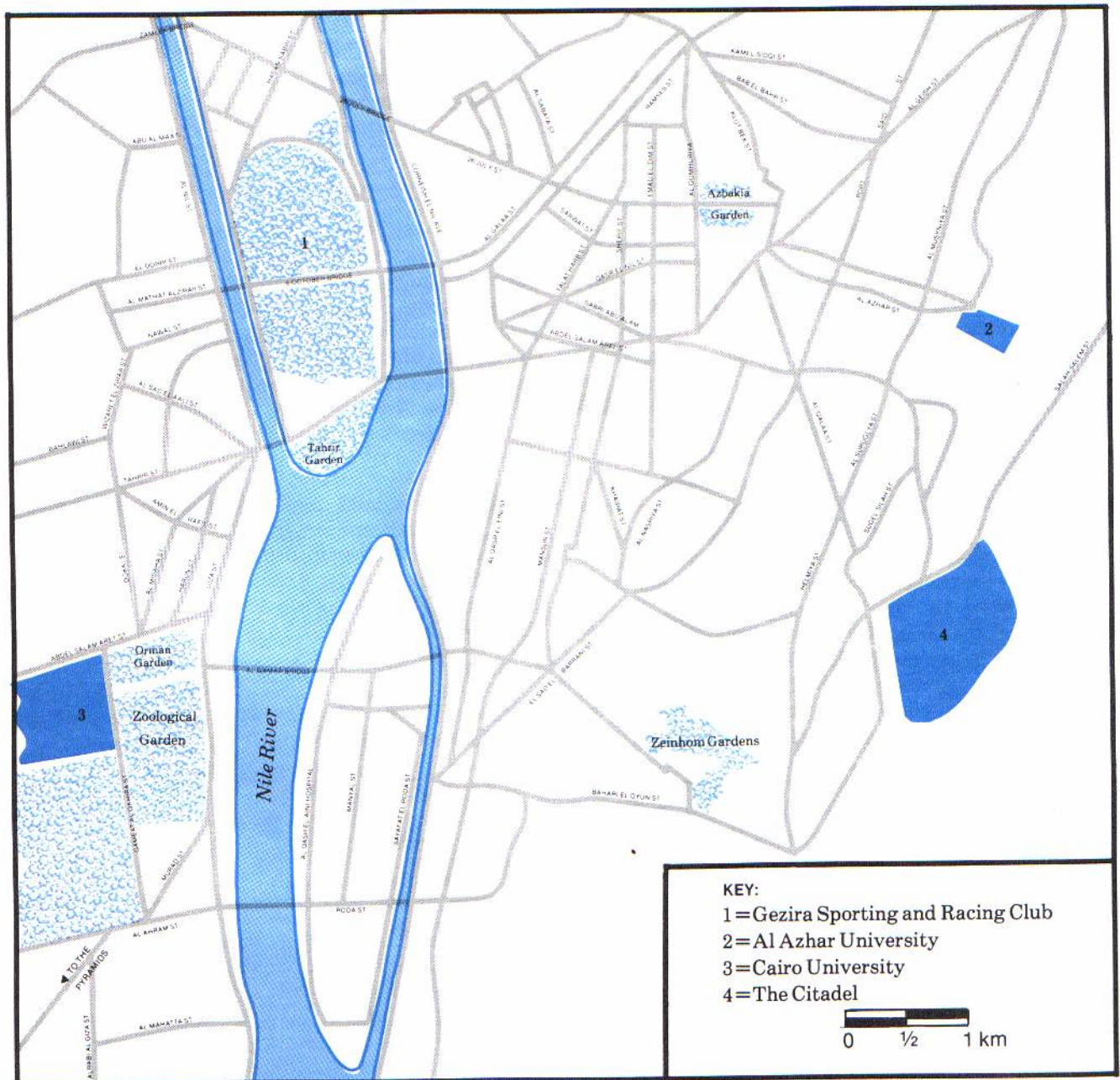
Features: 499 rooms, beauty salon, barber shop, pool, tennis courts, restaurants, 24-hour coffee shop, direct outside dial telephones (exclusive), discotheque and casino.

• **Meridien** (*Garden City, Roda Island*)

Features: 245 rooms (many with terraces), restaurants, rooftop dining room, nightly dancing and entertainment (usually a very tasteful belly dancer).

• **Cairo Sheraton** (*2 Kubri Al Galaa Square, Giza*)

Features: 400 rooms, swimming pool, bar, restaurants, and casino.



RESTAURANTS: Egyptian cuisine is a combination of native tradition, plus Turkish, Syrian, Lebanese, French, Greek and Italian. The food is exotic and a little too spicy for most Western palates. The exteriors of most restaurants are simple and belie the fine service and food inside.

- **El Chimi** (*45 Midan Orabi*)
Kebab and other Egyptian specialties.
- **El Dahan** (*4 Khamel Khalili*)
Specialists in kebab and Kafta.
- **Casino Des Pigeons** (*On the Nile in Giza*)
Outdoor cafe on the banks of the Nile specializing in roast pigeon.
- **Ali Hassan al Hai** (*8 Halin Square*)
One of Cairo's oldest and finest restaurants. Western visitors will feel more at home with the decor which includes white linen tablecloths and crystal chandeliers.

ENTERTAINMENT: Egyptian citizens are not allowed to play in the casinos, so all players must show their passports at the door. The casinos offer blackjack, roulette, chemin de fer, and baccarat. Minimum bets

are half a pound and only foreign currency is accepted.

MONEY: The Egyptian pound is equal to the British pound in value and their piasters are equivalent to the British pence. Credit card use is usually restricted to the larger hotels since most storekeepers do not take them.

COMMUNICATIONS: Telegrams may be sent from all hotels or post offices. Telephones are direct dial but not very efficient. Overseas calls are best made with the help of the operator unless the caller has enough time to waste re-dialing about five times.

LANGUAGES: Arabic, English, German, Italian

GETTING AROUND: Rental cars or taxis are best. The bus system is too intricate to be taken lightly.

EQUIPMENT: Ease Factor 6

INTELLIGENCE AGENCIES: The KGB has a Level 2 Station House here. The C.I.A. maintains a Level 3 Station House. M.I.6 has a Level 1 house (there is a Level 3 house in Alexandria).

Istanbul, Turkey

Istanbul's existence, under one name or another, extends back well over 2,500 years. First known as Byzantium, it was founded by Megarian colonists. It then became Constantinople, renamed for the Emperor Constantine. Finally as Istanbul, the city has become a crossroads where European manners meet with Middle East traditions, thus making for an enticing brew.

Istanbul bridges two continents. On the west side of the Bosphorus is the European portion of the city. This was the site of Constantinople, and one can still see the wall built to protect the city. Though it has crumbled over the years, it is still an impressive sight. Most of the historical and architectural sights in Istanbul are contained on this peninsula, bounded on three sides by the Sea of Marmara, the Bosphorus, and the Halic River (nicknamed the Golden Horn). The Golden Horn at first viewing may seem a misnomer for this rather ordinary river. However, two ships filled with gold were sunk here when Mehmet the Conquerer took over the city. The ships have never been recovered.

This section, called Old Town, contains most of the 600-700 mosques reputed to be in Istanbul. Here is the famous church of St. Sofia, a favorite place of tourists and a great meeting place for spies. Also here can be found the Mosque of Sultan Ahmet, also known as the Blue Mosque. In addition to these places of worship, one can visit the Topkapi Palace with its fabulous treasury collection of jewels that fill four rooms. Other sights to visit are the cistern of Yerebatan (the Sunken Palace), and the Museum of Mosaics. All of these attractions are within walking distance of one another.

Those visiting a mosque can either remove their shoes and walk about in their socks or stockings, or use the huge slippers provided to cover their shoes. Many visitors believe this is a religious requirement of the Muslim religion. Actually it is a courtesy of cleanliness, since the Muslims must touch their foreheads to the floor when praying.

On the Asian side of the city are the Iskele Mosque, the Beylerbey Palace, and Camlica Hill, best known for its magnificent view.

HOTELS: You should make reservations, especially during the peak summer months. The smaller hotels, though, have only sporadic water service during this time. While the most impressive sights are in Old Town, the best hotels are across the bridge in New Town.

- **Hilton** (*Cumhuriyet Caddesi*)
Features: The usual Hilton small-city concept with a Turkish flavor, complete with swimming pool and restaurants.
- **Inter-Continental** (*Taksim Square*)
Features: Very comfortable and offers a heated pool. It is the tallest building in the city so it affords a spectacular view.
- **Etap** (*Mesrutiyet Caddesi*)
Features: One of the newest hotels in Istanbul, offering a pool and a discotheque.

RESTAURANTS: For the most part the large hotels have made the Turkish cuisine blander to suit Western palates. The adventurous should try some local restaurants for a really good kebapci, broiled on a spit next to the table.

- **Roof Grill (*Hilton Hotel*)**

This restaurant is an exception to the rule stated above. It offers authentic Turkish cuisine for tourists in addition to regular Western dishes for visiting Americans.

- **Galata Tower (*Galata*)**

The international menu and floor show, combined with a marvelous after-dark view, make this a major meeting place for Turkish society.

- **Liman (*Near the Galata Bridge*)**

Overlooking the Bosphorus, this restaurant offers fresh seafood specialties. Unfortunately, it is open only for lunch.

MONEY: 27.5 Turkish lira (TL) equal one pound.

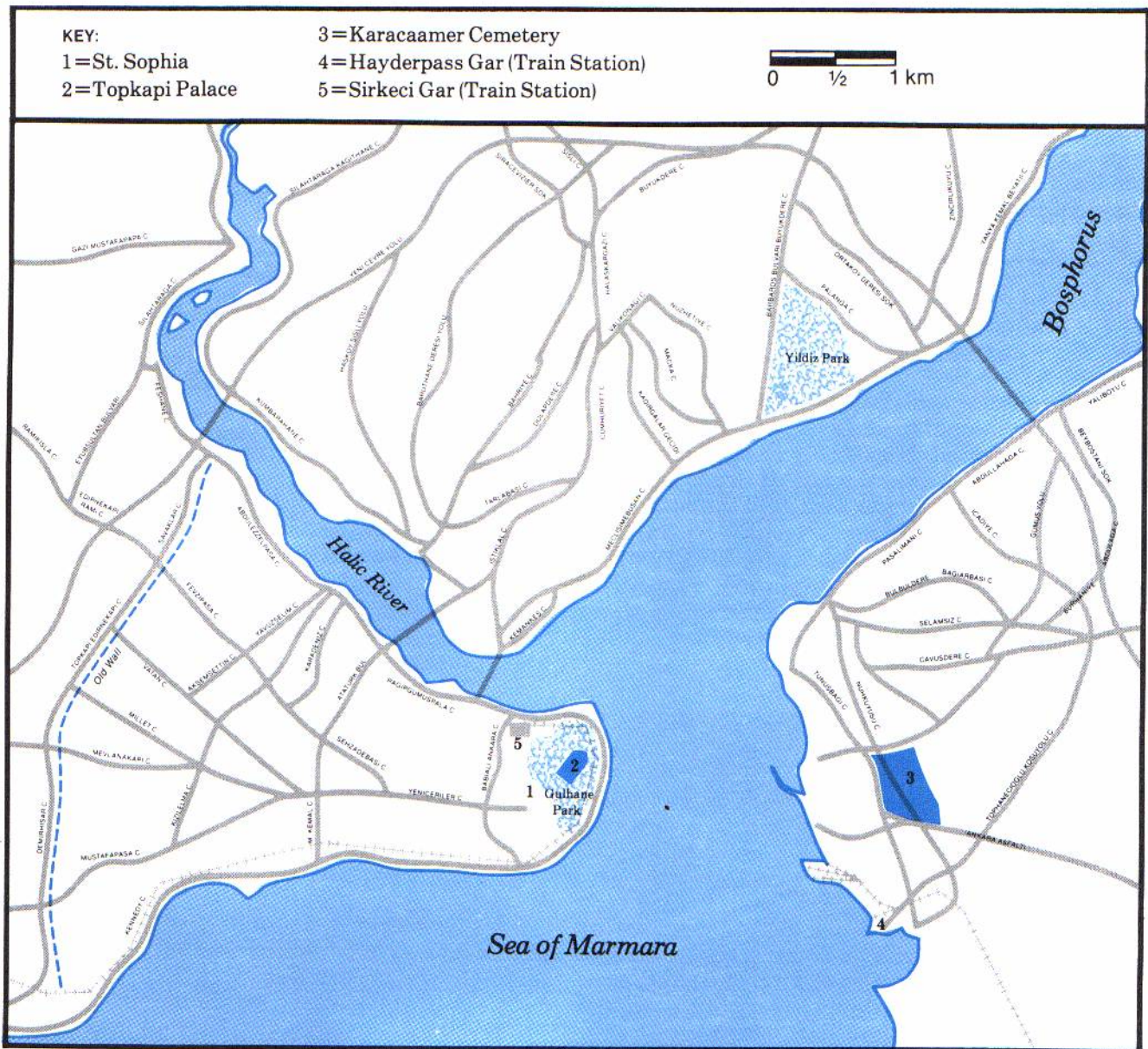
COMMUNICATIONS: Phone calls can be made from tourist offices, hotels, and cafes. Outside of the major cities, the calls must be placed with an operator. A post office showing a yellow PTT sign means that Post, Telephone, and Telegraph facilities are available there.

LANGUAGES: Turkish, Kurdish, English, Arabic

GETTING AROUND: Cars can be rented. It is wiser to stick to the main thoroughfares rather than the winding, steep side streets until one becomes familiar with the eccentricities of Turkish drivers. They seem to rank just above Italian drivers in courtesy and safety. It is not unusual to be passed on both sides by two cars coming from behind, allowing a total of one-half inch clearance among all three cars. Taxi prices should be settled ahead of time since the meters often do not work and the rider may be royally overcharged. A dolmus, or shared taxi, follows a regular route, picking up and discharging passengers along its route. It is much like a bus and about as personal.

EQUIPMENT: Ease Factor 4

INTELLIGENCE AGENCIES: M.I.6, the C.I.A., and the KGB all maintain Level 3 Station Houses here.



Kingston, Jamaica

Jamaica is formally a constitutional monarchy with the governor general as the queen's representative. The island has its own prime minister and parliament, with the executive office holding the most power. The major political parties are the Jamaica Labor Party and the People's National Party. Each has been in majority power at one time or another.

Kingston was started in the late 1600's by the survivors of the earthquake that flattened Port Royal across the bay. For most of its history it has been tagged as a wicked, sinful city with no morals and few hopes of survival. The city flourished as a center of slave trade and rum transporting. In 1907, the city suffered both an earthquake and a massive fire which leveled most of the buildings. This disaster proved a godsend since it gave the natives a chance to rebuild in an orderly fashion and make Kingston the attractive tourist resort it is today.

Not that Kingston's skirts have remained totally clean. As recently as 1964, Prime Minister Bustamante had to send in commissioners to take over from corrupt officials.

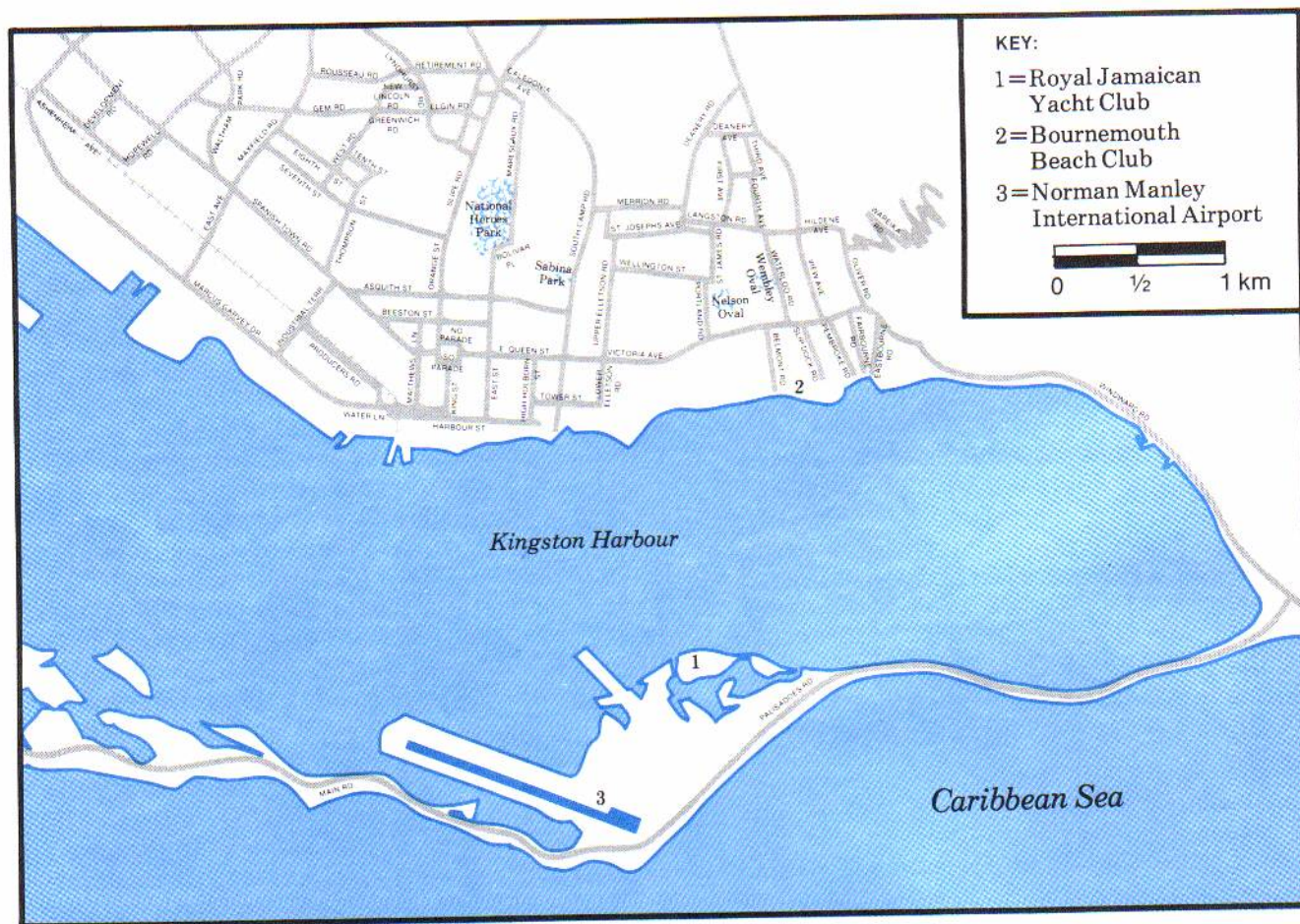
For an island less than 150 miles long and 50 wide, Jamaica offers a great deal to visitors. Kingston itself does not boast a treasure trove of attractions. It instead serves mainly as a haven for tourists

who spend their days taking in the beaches and lush greenery around the island.

This is not to say that Kingston is barren. It offers the Royal Botanical Gardens with orchids seen nowhere else east of Hawaii. For a change of pace, you can visit the Institute of Jamaica with its display of naval relics and other artifacts recovered from the Caribbean. Here you can view the notorious Shark Papers. These papers were thrown overboard by a sea captain so they could not be used as evidence against him. Years later the papers were found in the belly of a shark.

HOTELS: For people looking for tropical beaches, the best hotels are found on the north shore of the island. Kingston is more a city-oriented environ attracting businessmen.

- **Inter-Continental Kingston Hotel** (*King St.*)
Features: Overlooking the harbor, the hotel offers a cocktail lounge, shops, and swimming pool. It is mostly patronized by businessmen and conventions.
- **Mayfair Hotel** (*West Kings House Dr.*)
Features: With only 31 rooms, this hotel feels more like a personal, quiet guest house than a hotel. Most rooms have air conditioning and a private bath.
- **New Kingston Sheraton Hotel** (*New Kingston*)
Features: Tennis courts, swimming pool, poolside bar,



rooftop restaurant, and lounges make this hotel the welcome new addition to the Kingston scene.

RESTAURANTS: Jamaican food is spicy and incredibly hot. Everything is liberally sprinkled with local spices and peppers. Not many places offer it, but the roast suckling pig should be tried if possible. The bones are removed and the pig is stuffed with a concoction of rice, peppers, diced yams, and thyme along with some shredded coconut and corn meal. Do not be put off by the listing of "sea roaches" on a menu — they are baby lobsters.

- **Terra Nova** (*Waterloo*)
Situated atop the Terra Nova Hotel, this restaurant offers a gourmet cuisine and an orchestra for dancing through the night.
- **Grog Shop** (*Waterloo and Hope Rd.*)
Located in the Devon House, the restaurant specializes in Jamaican dishes.
- **Blue Mountain Inn** (*George Town Rd.*)
Located just outside Kingston, this renovated manor

house offers excellent food, romantically served by candlelight.

MONEY: 3.96 Jamaican dollars equal one pound.

COMMUNICATIONS: Phone service to the United States is good. There may be some delays with transatlantic calls. Cables can be sent from post offices or hotels.

LANGUAGES: Jamaican, English

GETTING AROUND: Cars can be rented for travelling around the island, but for short hops in the city a taxi may best suit your needs. Even though fares are supposed to be standard, settle on a price before you go anywhere with the driver.

EQUIPMENT: Ease Factor 4

INTELLIGENCE AGENCIES: M.I.6 maintains a Level 2 Station House. The C.I.A. has a Level 3 house (to keep tabs on Cuba). The KGB has a Level 1 house (to keep tabs on the C.I.A.).

Las Vegas, USA

Once upon a time there was a big stretch of desert right out in the middle of nowhere. At that time the desert was dotted with little settlements where people mined for gold and silver. By and by, the mines petered out and only the hardest people remained to try to make a life for themselves. One day the railroad decided to put a train stop in the state of Nevada at a dusty tent town which had legalized gambling. Some enterprising people started bidding on property in order to build hotels and casinos. These establishments proved so successful that other people decided to build hotels, and the town grew and grew.

Thus started Las Vegas.

The fairy tale beginning of this description reflects perfectly the fairy tale feeling one gets when entering Las Vegas. For hundreds of miles around there is nothing but sand and cactus. Suddenly, rising out of the sand, there appears a glittering city that offers any number of hedonistic releases. The buildings glisten in the sunlight, the signs promise first class entertainment and the chance to get rich quick, and the showgirls represent the promise of beauty and spiritual fulfillment.

The profitability and popularity of Las Vegas still inspire people to build there. One of its major tourist spots, the MGM Grand Hotel, opened in 1973 at the cost of around \$100,000,000, with "2092 rooms, give or take a few" according to the management. They have been booked solid every weekend since they opened.

All the hotels can boast such fantastic business. They are great, glittering palaces where people are magically promoted from tourist to potentate. Eight hundred tons of real marble were imported from Italy for the fountain in front of the MGM Grand. Caesars

Palace offers a cocktail lounge, called Cleopatra's Barge, floating in its own lagoon. In addition, Caesars has over its craps and blackjack tables the two largest crystal and brass chandeliers in the world.

After sundown the Strip and its adjunct, Fremont Street, are aglow with neon and lights advertising the big stars and the big money. The Strip is never shadowed and dark because Las Vegas never closes. The casinos have no windows. The management sees no reason to let the gambler know when day turns into night or vice versa because "when you're having a good time, who cares what time it is?" For the same reason there are almost no clocks in the lobbies or casinos of the hotels.

Most of this splendor is contained in the major hotels that are next door to one another on the infamous Strip (its real name is Las Vegas Boulevard South). In sharp contrast to the mammoth hotel/casinos, the downtown casinos have much more sedate surroundings. Once a visitor leaves the Strip, he finds ordinary people leading their ordinary lives in ordinary suburbs while making a living working at the large hotels.

No amount of words can do Las Vegas justice. Lovers come here to get married because there is no blood test or waiting time. Beautiful girls come here to get into one of the showcase revues in the major hotel. Some of them find stardom while others find that a big winner will be generous for a few hours' company.

HOTELS: Rooms in the major hotels are plush and extremely comfortable. They all have televisions, in-room movies, baths, and showers. But management expects the visitor to spend very little time in the hotel room. Most of their time will be spent at shows

or in the casinos; so, while the rooms are comfortable, only the most costly suites cater extensively to the Las Vegas fairy tale image.

- **MGM Grand Hotel (3645 Las Vegas Blvd. S.)**

Features: 2092 rooms, shopping arcade, two showrooms, movie theater (where one can see old MGM movies), health club, 2 swimming pools, 10 tennis courts, 6 restaurants and snack bars, and a slew of cocktail bars.

- **Caesars Palace (3570 Las Vegas Blvd. S.)**

Features: 1800 rooms, 6 restaurants, beauty shops, 8 tennis courts, putting greens, health club, and 2 swimming pools. There is also an 18-foot reproduction of Michelangelo's David in the center of the Appian Way, a cluster of some of the most exclusive shops. On a blustery day the water from the fountains can soak down everything within 100 feet. For this reason Caesars was once referred to as the "biggest Italian car wash in town."

- **Hilton Las Vegas (3000 Paradise Road)**

Features: 2783 rooms, 6 tennis courts, 18-hole putting green, shuffleboard, and the largest swimming pool in Nevada. Guests get to use the 18-hole golf course next door at the Las Vegas Country Club.

- **Desert Inn (3145 Las Vegas Blvd. S.)**

Features: 829 rooms, tennis courts, swimming pools, jacuzzis, 18-hole professional golf course complete with lockers and pro shop (the site of the famous Desert Inn Classic Golf Tournament).

RESTAURANTS: While tourists may be frustrated by this fact, there is really no reason to leave your hotel to find a good restaurant. The restaurants in the hotels are superb, offering a variety of cuisines all fixed to perfection.

MONEY: 1.70 dollars equal one pound.

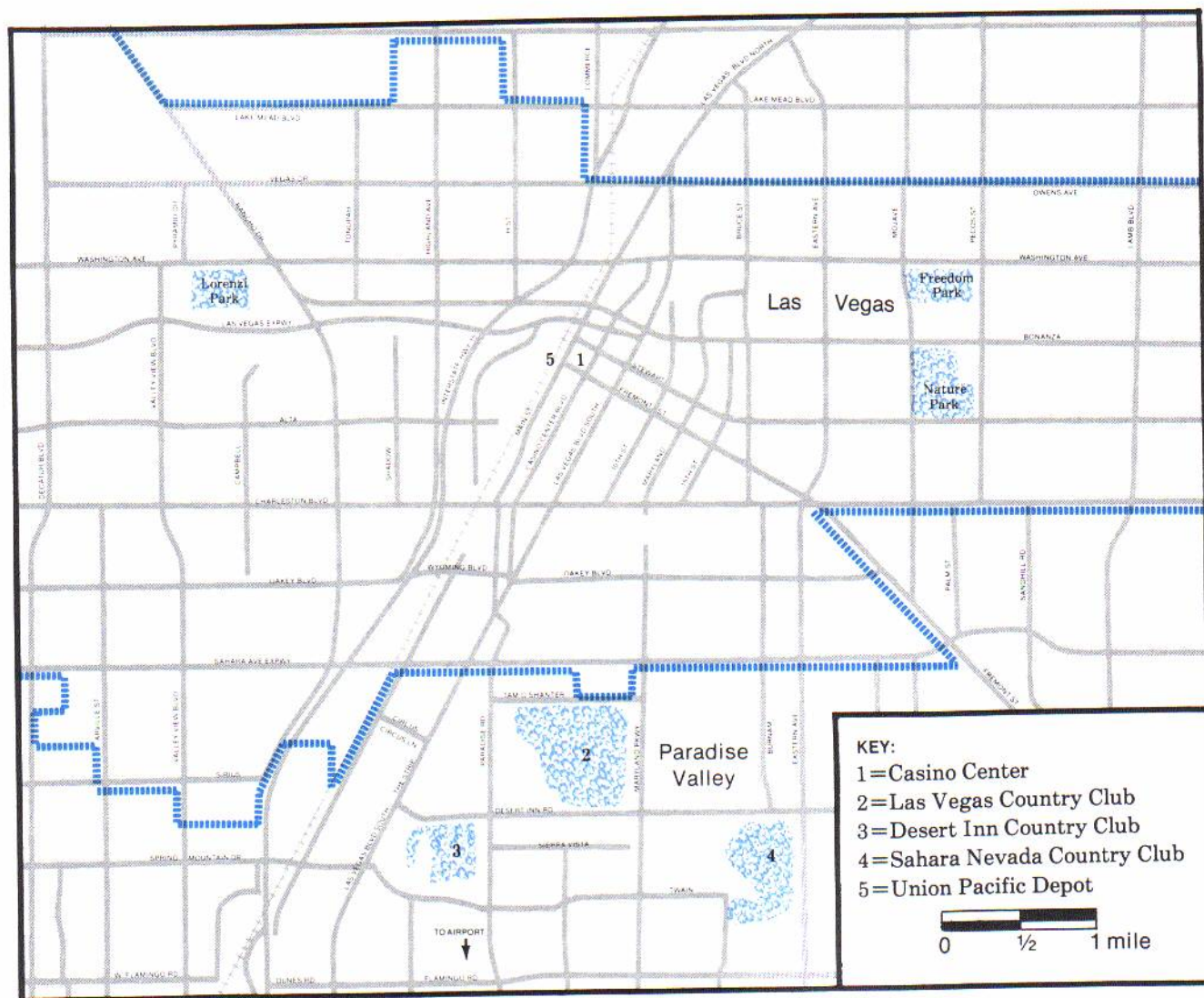
COMMUNICATIONS: All calls, including international ones, can be dialed directly. Telegrams can be sent from any hotel.

LANGUAGES: English, Spanish (Mexican)

GETTING AROUND: Since the major hotels are all within walking distance of one another, Las Vegas has not developed any sophisticated transportation systems. Taxis are plentiful, however.

EQUIPMENT: Ease Factor 7

INTELLIGENCE AGENCIES: Neither the KGB, the C.I.A., nor M.I.6 maintain any kind of Station House here.



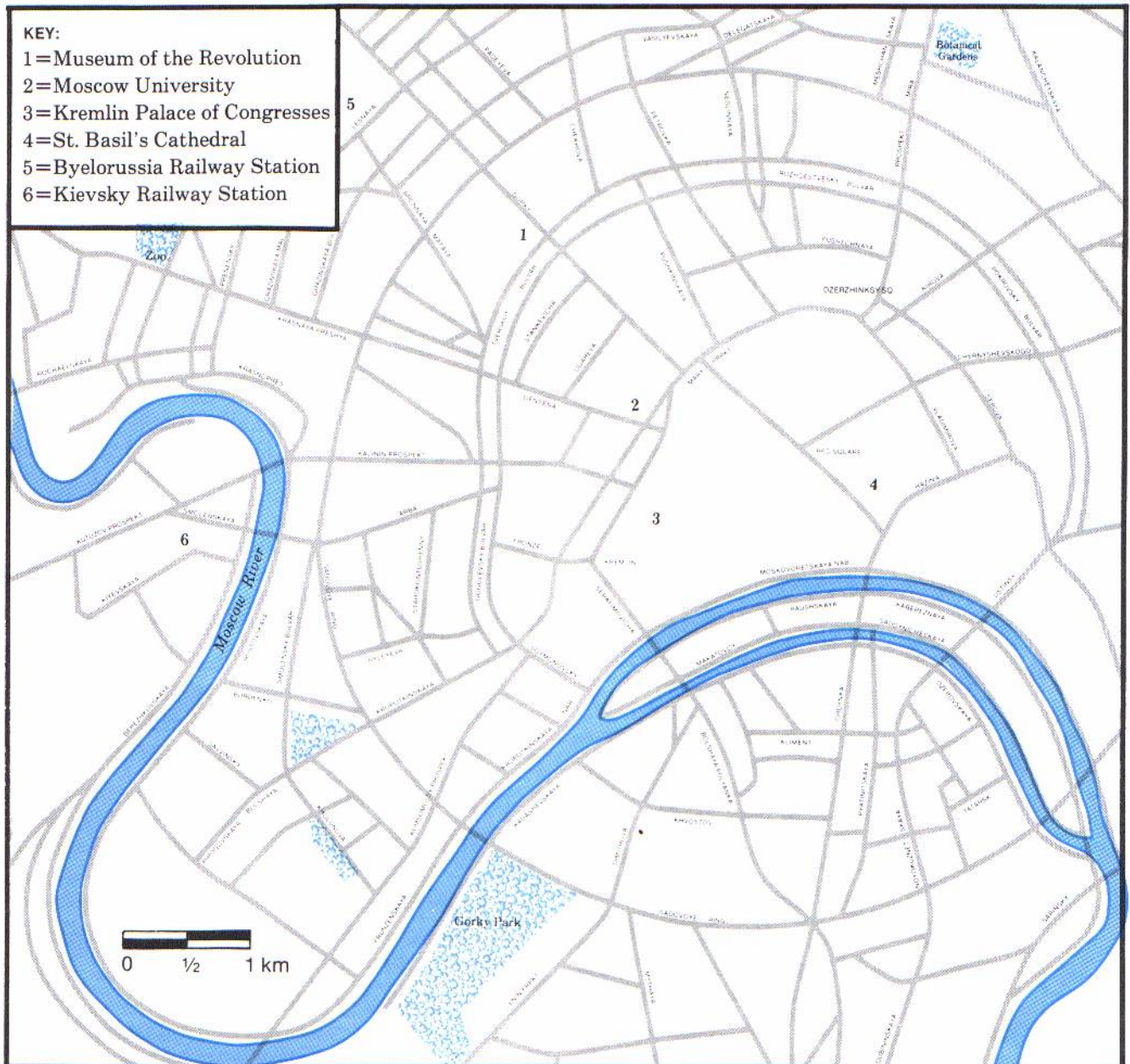
Moscow, USSR

While Moscow may be able to brag about the streets being practically crime free, they are at the same time colorless and humorless. Most of the tourist attractions cater to those interested in history or politics. Visitors may tour the Kremlin but are restricted from entering the government offices. There are also the Palace of Facets, the Grand Kremlin Palace, the Armory, the Arsenal, and the Palace of Congresses. (Neither the Armory nor the Arsenal have any weapons in them. They are merely names given to office buildings within the Kremlin complex.)

Despite the disapproval of religion by the government, there are still four great cathedrals to see in Moscow: the Cathedral of the Archangel, the

Cathedral of the Annunciation, the Cathedral of the Assumption, and the Cathedral of the Twelve Apostles. Other landmarks are the Academies of Medical Sciences and of Sciences, the Alexandrovsky Gardens, and the Rubylov Museum with the great panorama of the Battle of Borodino at the Andronikov Monastery.

The Russian people a visitor sees most often (bellhops, hotel managers, customs agents, and the like) all present the stoic, impassive face that has come to stereotype all Russians. Paradoxically, a Russian met on the street will be the most friendly and pleasant person one can meet — once he gets past his initial suspicion and so long as the discussion is not political.



HOTELS: There are seven hotels that Intourist, the official tourist agency of the Soviet Union, considers to be suitable for Western visitors. So, they book visitors into the Rossia, Intourist, Metropole, National, Ukraine, Belgrade, and the Kosmos. All these hotels are comparable to a first-class Western hotel, but the Kosmos, a Franco-Soviet venture, is more luxuriant than the others.

RESTAURANTS: Forget spicy, forget toothsome, Russian food is more for nourishment than for gustatorial pleasure. Service is good if a bit cold.

- **Aragvi (6 Gorky Street)**
Specializes in Georgian cooking: *lobio* (butter beans in a spicy sauce), *kharcho* (spiced meat soup), *osetrina na vertelye* (sturgeon roasted on a spit), *tsiplyata tabaka* (roast spring chicken flattened between hot stones). Reservations are required.
- **Baku (24 Gorky Street)**
Specializes in Azerbaijani cuisine, which is kindred to Turkish: *dovga* (soup made with sour milk and meat), *plov* (a pilaff style dish; there are about 20 varieties of this rice-based dish).

- **Lefortovo (Krasnokursantsky Street)**
Not a place a character should frequent as it is next to the security police interrogation center with which it shares its name. It is very popular with the military, who seem to have a good time here.
- **Uzbekistan (29 Neglinnaya Street)**
This colorful establishment's specialties include *lagman* (meat and noodle soup), *Shashliks*, and a variety of soups and plov.

MONEY: 1.40 rubles equal one pound. Rubles cannot be imported or exported from the Soviet Union.

COMMUNICATIONS: Long distance and international calls must be booked through the Service Bureau (ask operator to connect you with it) or at the Long Distance Telephone Office at 7 Gorky Street.

LANGUAGES: Russian, English, German

GETTING AROUND: Rental cars and taxis are available in Moscow.

EQUIPMENT: Ease Factor 3

INTELLIGENCE AGENCIES: M.I.6 and the C.I.A. both have Level 3 Station Houses here. The KGB is headquartered here.

Nairobi, Kenya

Like Kingston, Nairobi is more a jumping off place for a safari than a resort city unto itself. Just south of the city is the Nairobi National Park where wild animals are protected from poachers and allowed to run free. According to some, the name Nairobi is a Masai word meaning "Place of Cool Water," referring to the Nairobi River. By the same token, a suburb named Muthaiga means "Place by the Swamp." Draw your own conclusions.

Nairobi is a relatively new city and therefore has been able to use the modern planning methods. It also means that accommodations are new and clean. The city itself is well kept and decorated with native plants, trees and flowers. The arboretum in the City Park offers a wide array of flowers that can survive only in such a tropical climate.

Just outside of Nairobi one can find small markets and villages. Near the National Park one can see traditional dances and ceremonies at the Kenya Bomas Auditorium. In the city itself the sidewalk vendors, shanties, and bazaars have given way to clean streets, plate glass, and neon signs.

The growth of Nairobi has made the people in the city as pleasant and helpful as in any other tourist city around the world. The real test of communication and friendliness comes in the outlying villages which have not learned that the way to a tourist's wallet is through flattery. In these villages the visitor must defer to the natives. People without a healthy respect for the ways of others will find themselves ignored and rebuffed by the villagers.

HOTELS: Hotels in Nairobi are kept up-to-date and clean. They offer a variety of restaurants, lounges,

and facilities for the weary traveller to refresh himself. A listing of the better hotels would include:

- **Nairobi Serena Hotel (Nyerere Road)**
- **Sixeighty Hotel (Kenyatta Avenue)**
- **Inter-Continental (City Hall Way)**
- **Boulevard Hotel (Harry Thuku Road)**

RESTAURANTS: Most restaurants offer a continental cuisine but there are such local dishes as Molo lamb, Aylesbury duck, and *kitumbua*, a fried rice bread. Of course, you can have the more exotic meats like hippo steaks or rhino lips, but these can get expensive.

- **Thorn Tree**
Nairobi's social center and finest restaurant. It is often patronized by celebrities and dignitaries.
- **Alan Bobbe's Bistro**
Offers an excellent dinner and lunch menu. The autograph book alone makes it worth attending since Winston Churchill's adorns the first page.

MONEY: 14 Kenyan shillings equal one pound.

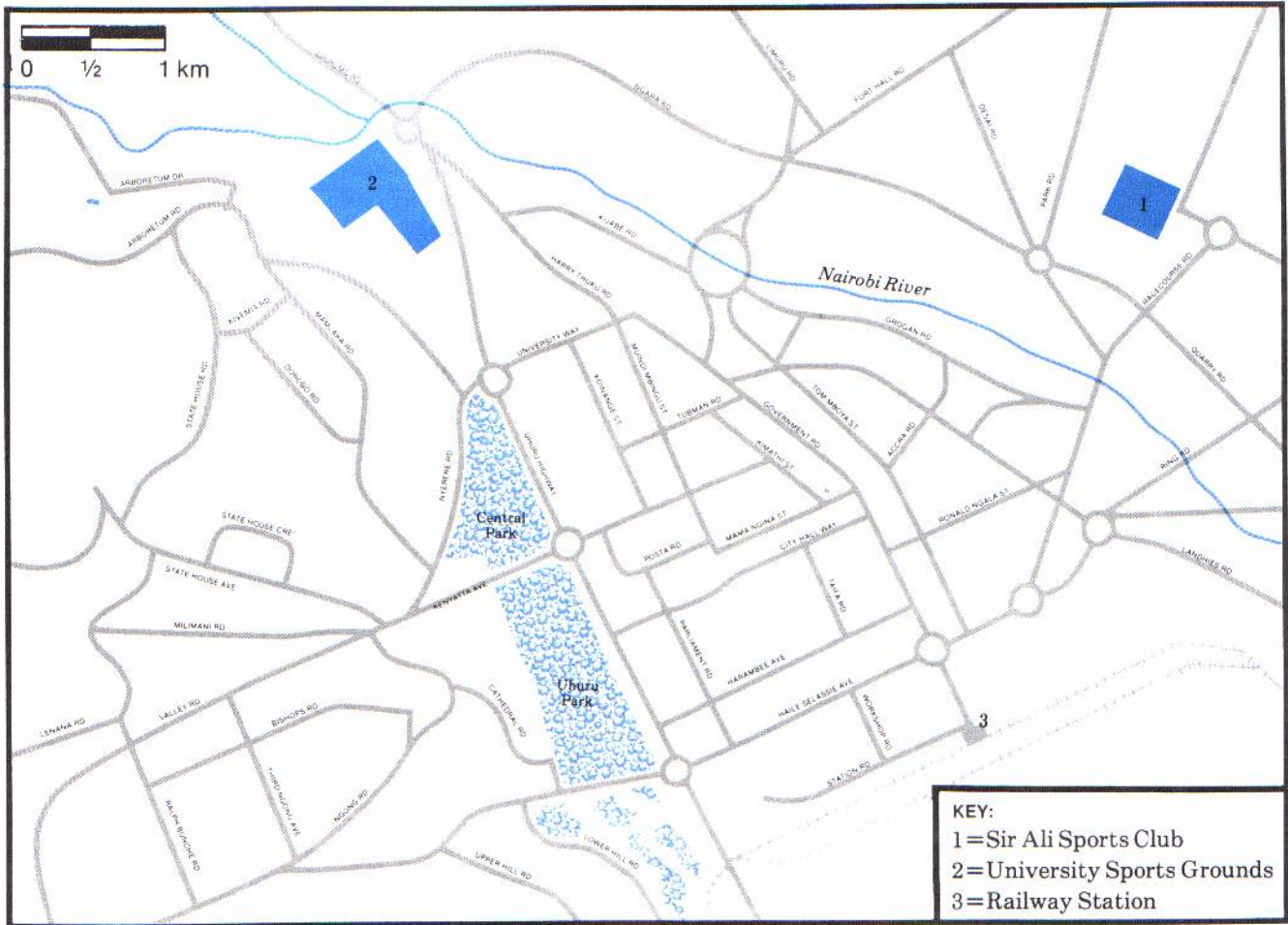
COMMUNICATIONS: Cables may be sent from all hotels and post offices. International direct dialing can be made from major hotels; there may be some delays with calls going outside of Africa.

LANGUAGES: English, Swahili, many tribal languages

GETTING AROUND: Taxis are plentiful and renting a car brings no particular hazard to the driver.

EQUIPMENT: Ease Factor 4

INTELLIGENCE AGENCIES: M.I.6, the C.I.A., and the KGB all maintain Level 2 Station Houses here.



New York City, USA

The first thing visitors to New York City notice, once they arrive from the airport, is a sense of energy and a feeling of claustrophobia. The amount of traffic that tries to get through the narrow streets often results in jams and delays. Since there is limited space on the island of Manhattan, the city has grown up instead of out. In the midtown area the buildings form canyons through which a visitor tries to navigate.

Note: Though New York City is comprised of five burroughs — Manhattan, Queens, Brooklyn, the Bronx, and Staten Island — the typical tourist thinks of Manhattan as being *the* city. Manhattan is the major business and entertainment center of the city, but each of the other burroughs has its own charm and character. For simplicity's sake, the description of New York here will concentrate on Manhattan.

Finding one's way around New York City, for the most part, is easy. The streets are numbered so there is very little difficulty in locating any one particular avenue, but to find certain addresses requires a person to look skyward to see if the address is on one of the upper floors. However, this logical method

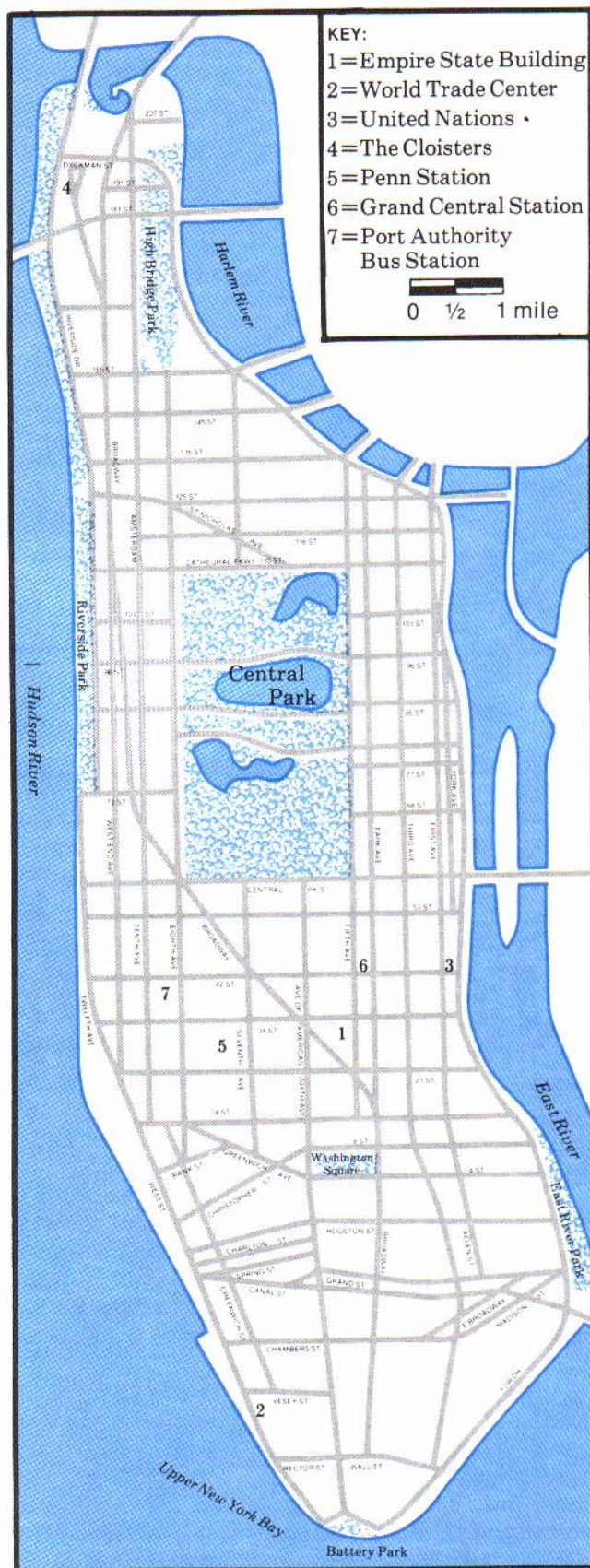
of naming and laying out streets was adopted after the southern end of the city-island was developed. There the numbers give way to names for the streets, and one may need a map or have to stop and ask directions of a pedestrian.

The stereotype of a New Yorker being surly and prone to violence is a myth. Good judgment should be used as there are some disreputable characters walking about, but most natives are only too happy to help visitors find their way.

New Yorkers move very fast. The pedestrians all seem to stride rather than walk, the cars weave in and out of traffic at an alarming rate, and most people ride the rapid transit subway system which whisks them from one end of the city to the other and beyond. It takes a while to get used to the pace but visitors fall into the rhythm quickly.

Night life in New York is as varied as it is readily available. The sheer volume of possibilities can stagger a visitor. There are over 100,000 hotel rooms throughout the city, over 350 theaters, 120 museums, and 400 art galleries. The number of restaurants alone covers more than 37 single-spaced pages of the New York telephone directory (5 col-

umns per page, incidentally). The only problem with entertainment in New York City is deciding where exactly to start.



The city has a rich and varied ethnic mixture; indeed, some groups, such as Puerto Ricans, Jews, and Irish, are in greater numbers in New York than in the capital cities of their home countries. Because of this melting pot population, the choices of entertainment and dining cover specialities from around the world.

Manhattan is divided into neighborhoods, each having its own special properties. Some areas are dominated by one ethnic group, such as Chinatown with its rich assortment of Chinese restaurants or Little Italy with its fine Italian restaurants and espresso shops. There are other areas, like Chelsea and Greenwich Village, that have a reputation for being the artistic centers of the town.

Political history is constantly being made at the United Nations building. World famous plays and musicals with international superstars line the Great White Way (another name for Broadway). Just outside New York and accessible using mass transit are racetracks, baseball and football (both American and British) stadiums, and places where nature prevails in contrast to the bricks and steel of Manhattan.

HOTELS: Hotel service and accommodations in New York are comparable with the finest hotels anywhere in the world.

- **The Carlyle (35 East 76th Street)**
Features: All rooms are air-conditioned and comfortable; some suites have pantries and refrigerators, others may have terraces or wood burning fireplaces.
- **The Plaza (Fifth Avenue and 59th Street)**
Features: This hotel has recently undergone extensive renovation to restore its former glory. Rooms overlook Central Park, a stunning view at any time of the day or night.
- **St. Regis-Sheraton (Fifth Avenue and 55th Street)**
Features: Built in 1904 almost entirely of marble, this hotel has undergone continual upkeep and restoration to maintain its high standards and quality. Its luxurious dining rooms are always crowded and reservations are recommended.
- **Waldorf-Astoria (301 Park Avenue)**
Features: The Waldorf is perhaps the most renowned of American hotels. While other hotels may have passed the Waldorf in size and modern efficiency, the Waldorf retains most of its charm and elegance.

RESTAURANTS: There are restaurants in New York to satisfy even the most particular palate. Exotic meals can be gotten here that are usually found only in the dish's native country. So every connoisseur, no matter what his favorite cuisine, will find his heart's desire. However, for dining pleasure and elegance there are some places that cannot be matched.

- **The Four Seasons (99 East 52nd Street)**
The decor and menu of this restaurant change with the seasons. The furnishings include a shimmering pool that dominates the main dining room and original artworks, including a Picasso. Several times a year, internationally famous chefs are invited to the restaurant to prepare their specialities. The cuisine is superb and the wine cellar one of America's most complete.

- **Windows on the World** (*1 World Trade Center*)
This restaurant is set 107 stories above the city and offers a wrap-around view of the New York skyline (most spectacular when seen after dark). On the same floor is Hors d'Oeuverie, a more reasonably priced cocktail lounge and grill. Reservations are a must at Windows but not at Hors d'Oeuverie.
- **The Coach House**
(*110 Waverly Place, Greenwich Village*)
An English inn motif accents European and American dishes served with savoir-faire. But be warned, excellent service is usually reserved for steady customers. Once the staff becomes familiar with a customer, they will go far out of their way to please.
- **The Rainbow Room** (*30 Rockefeller Plaza*)
A prime example of Art Deco styling with dripping chandeliers, chrome, and a multi-level eating area. While the food does not match the decor or the spectacular view from the 65th floor, it is still good. Later in the evening are offered dancing and a Vegas-Paris style cabaret show.

CASINOS: Casinos are legal in Atlantic City, New Jersey, about a 2½ hour drive from the city. Atlantic City is also about a 40 minute flight from nearby Newark Airport aboard a rented plane.

MONEY: 1.70 dollars American equal one pound.

COMMUNICATIONS: Local, long distance, and international calls can be direct dialed from New York. Telegrams can be sent from any hotel or by calling Western Union.

LANGUAGES: English predominantly but every language is spoken somewhere

GETTING AROUND: Visitors are advised not to try to drive through Manhattan on their own unless they have memorized a street map and have the reactions of a supersonic jet pilot. Hail down a cab or hire a chauffeured limo if necessary or, for a real challenge, tackle the subway system (be careful after 7:00 P.M. lest you become a statistic). A cab ride in New York is comparable to cab rides in Tokyo and Rome. The cabbies know that they will make more money if they can get more fares and therefore try to make any destination in the fastest time possible. There are rip-off cabbies who will try to drive you around town and hike the fare but they are rare.

EQUIPMENT: Ease Factor 8

INTELLIGENCE AGENCIES: Because the United Nations is headquartered here, the KGB, M.I.6, and the C.I.A. all maintain Level 3 Station Houses here.

Rome, Italy

Rome's most famous asset and tourist attraction is its enormous amount of art. Mosaics, frescoes, sculptures, paintings — any art form that can be named Rome has. There one can find not just ordinary or beautiful art or even fabulous art but most of the great masterpieces created throughout history. Combine these art treasures with the magnificent historical sights — the Coliseum and the catacombs, churches galore, parks and gardens, and more fountains than anywhere else on earth — and it is easy to see why Rome is a sightseer's paradise.

Easily the most fascinating part of Rome is the Vatican. The Lateran Treaty of 1929 decreed the Vatican to be a separate sovereign state. Here are some of the greatest art treasures, including the famed Pieta and, of course, the ceiling of the Sistine Chapel (a pair of binoculars helps in appreciating the detail). Most magnificent of all is St. Peter's Basilica.

Rome is probably the most changeless city on earth, but then why tinker when you have a good thing going? It is also unique in that one does not have to travel to visit the historical part of town — almost every block has seen important historical events at one time or another. The homes of most citizens are in the buildings that were first planned and built centuries ago. Rome is a living monument.

As fascinating and intriguing as Rome's art treasures and historical sights may be, they are sometimes outshined by its citizenry. Italians have always suffered from the stereotype of being highly emotional or all belonging to the Mafia. While they

are less inhibited than the British, they are not the gesticulating wildmen portrayed on television and in the movies. They are capable of great love and great hate. They are highly clannish and protective of their own, but they are equally receptive to strangers and are willing to give them the benefit of a doubt until proven wrong.

HOTELS: Hotels in Rome take their ratings very seriously. The first-class hotels are nonpareil and the fourth-class hotels are at the furthest point on the other end of the spectrum. Noise is a problem in all but the best places since soundproofing and thick walls are not standard building specifications.

- **Bernini Bristol** (*Piazza Barberini*)
Features: Conveniently located, the Bristol has a staff that is courteous and prompt, and bedrooms and suites that are smartly and comfortably decorated.
- **Cavalieri Hilton** (*Monte Mario*)
Features: This hotel on a hilltop overlooking Rome lacks the marble and fountained ambience of most hotels, but more than compensates with its efficient service and luxurious comfort. The hotel also has a large park, terrace restaurants, and a swimming pool. Minibuses are provided to transport guests to the center of Rome.
- **Grand Hotel** (*Via Orlando*)
Features: The management of this hotel has spent a great deal of time and effort to maintain its reputation for elegance and discreet service. It is frequented by international financiers and visiting royalty. Its Rallye grill room/restaurant is unparalleled for food or service.

RESTAURANTS: Dinner in Rome is usually served from about 8:00 P.M. until about 10:30. There are some places that charge according to how much the customer eats. Some restaurants tell the customer upfront and let him decide how much he wishes to eat, according to what he can afford. Others keep it a secret by using codes on the menus like "SQ" (according to quantity) or "L.3,000 hg" (meaning the charge is 3,000 lire per hectogram, which is about 3½ ounces). Trying to decipher and tally a restaurant bill in Rome is akin to deciphering the Dead Sea Scrolls with nothing more than a primary education.

- **La Fontanella (Largo Fontanella Borghese)**
A very chic restaurant with incomparable food, it is the meeting place for the beautiful people of Rome.
- **Ranieri (Via Mario dei Fiori)**
Established more than a century ago by one of the chefs to Queen Victoria, this restaurant has scrupulously maintain its excellence and elegant atmosphere

MONEY: 2100 lire equal one pound.

COMMUNICATIONS: Pay phones in Rome work on tokens which can be purchased at a nearby vending machine or cashier. For making long-distance calls look for the booths marked *teleselezione*, and have at

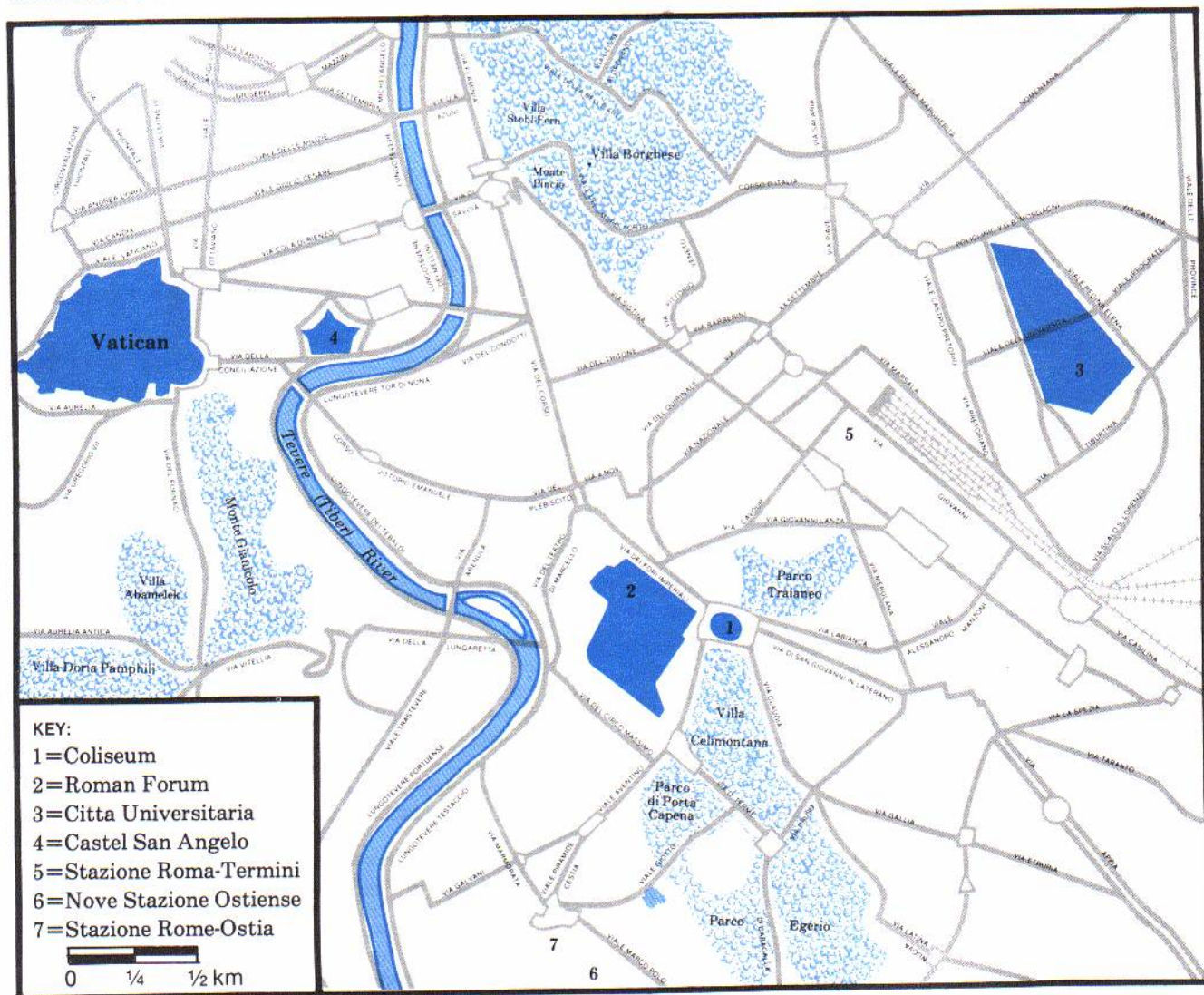
least five tokens handy. International calls to England and North America can be direct dialed, but on holidays getting through may be impossible since there are so many people calling the United States to wish a Merry Christmas, Happy Mother's Day or other greeting.

LANGUAGES: Italian, English

GETTING AROUND: Driving in Rome can be a very hazardous proposition. Leave it to the cab drivers who are used to the eccentricities of the road. A typical occurrence in Italy is for four vehicles to start through an intersection at the same moment and all have to stop facing the driver's side of the car that pulled out of the street to their right. This phenomenon, called a Four-Way Sicilian Deadlock, results in traffic tie-ups of at least an 30 minutes and a lot of shouting (to back up on an Italian street is apparently a great personal disgrace).

EQUIPMENT: Ease Factor 6

INTELLIGENCE AGENCIES: The C.I.A. maintains a Level 3 Station House here. The KGB and M.I.6 maintain Level 2 houses.



Gamesmaster Supplement

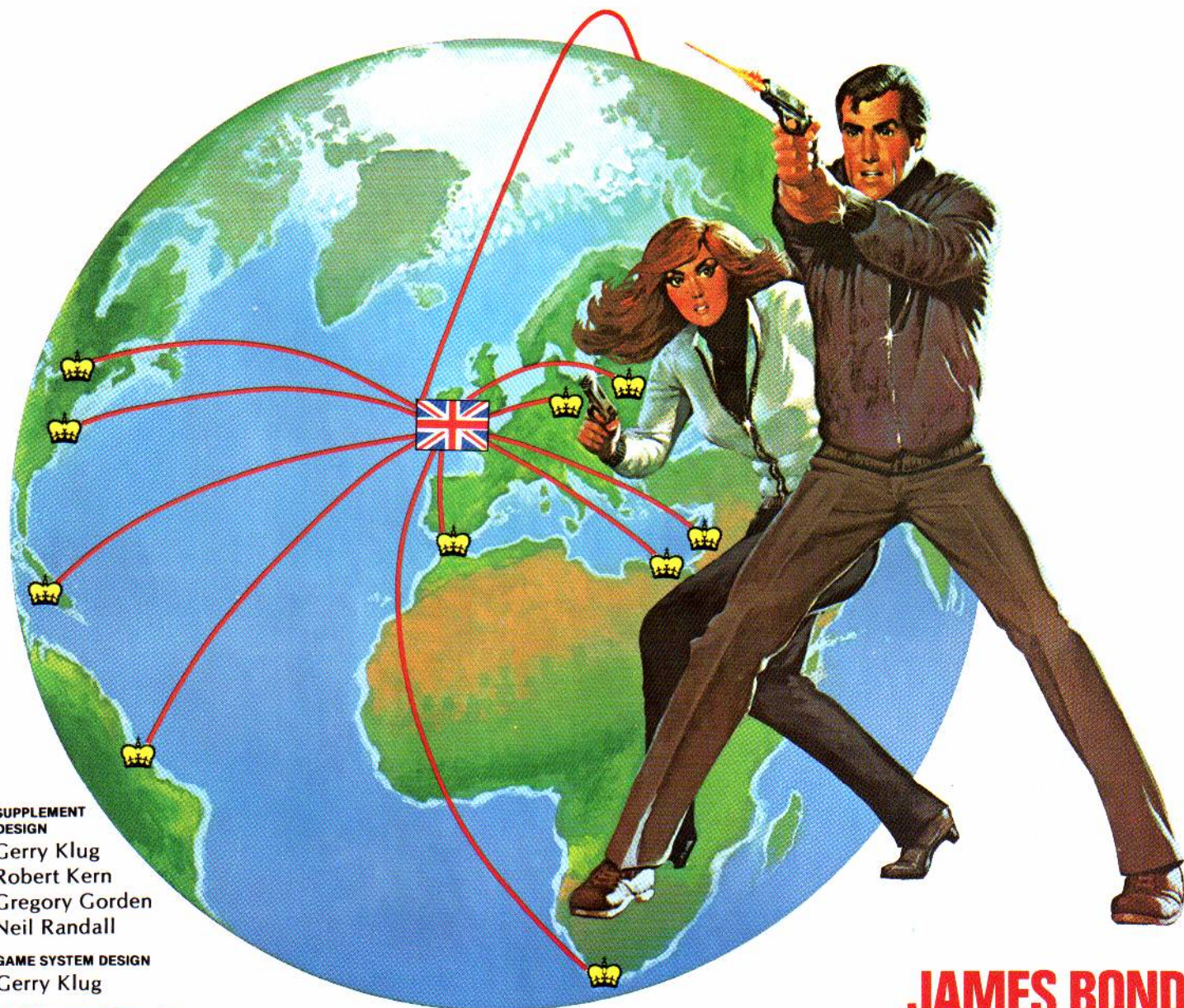
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With over 40 illustrations and maps, this booklet offers additional information for the James Bond 007 Game

New Rules and Special Features

- **Brainwashing and Amnesia:** The dangerous world of the secret agent becomes more hazardous should a character be captured by an enemy organization.
- **Undercover Agents and Impostors:** Infiltrate enemy organizations to uncover their workings or unmask enemy agents within M.I.6.
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- **Additional NPC's and Thrilling Cities:** Characteristics and backgrounds on characters from the movies and detailed locations for missions.



SUPPLEMENT DESIGN

Gerry Klug
Robert Kern
Gregory Gorden
Neil Randall

GAME SYSTEM DESIGN

Gerry Klug



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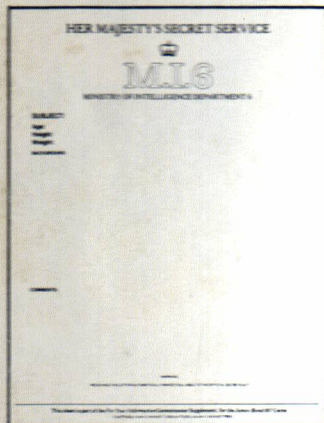
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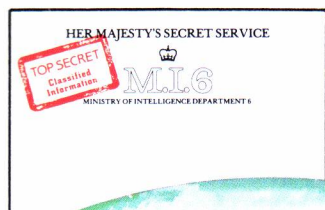
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NPC'S NAME (PLEASE PRINT)									
STR	DEX	WIL	PER	INT					
☐	☐	☐	☐	☐					
SPEED:					WTH DC:				
SKILL	LEV	PC	SKILL	LEV	PC	SKILL	LEV	PC	



Reduced samples of supplement components.

FOR YOUR INFORMATION

Gamesmaster Supplement Comes Complete With

- 72-page rules and information book for the Gamesmaster
- Pad of 12 M.I.6 Dossier forms
- Pad of 12 M.I.6 Document forms
- Pad of Non-Player Character Cards

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