

Enter the Victory Games Inc World of

ISBN: 0-912515-43-0

JAMES BOND 007

Role Playing
In Her Majesty's
Secret Service

For play with the *James Bond 007 Game* and the
For Your Information
and *Q Manual* Supplements



FOR YOUR EYES ONLY

A Tournament Level
Adventure for 1 to 3
Players PLUS
Gamesmaster



VICTORY GAMES, INC., New York, NY 10001

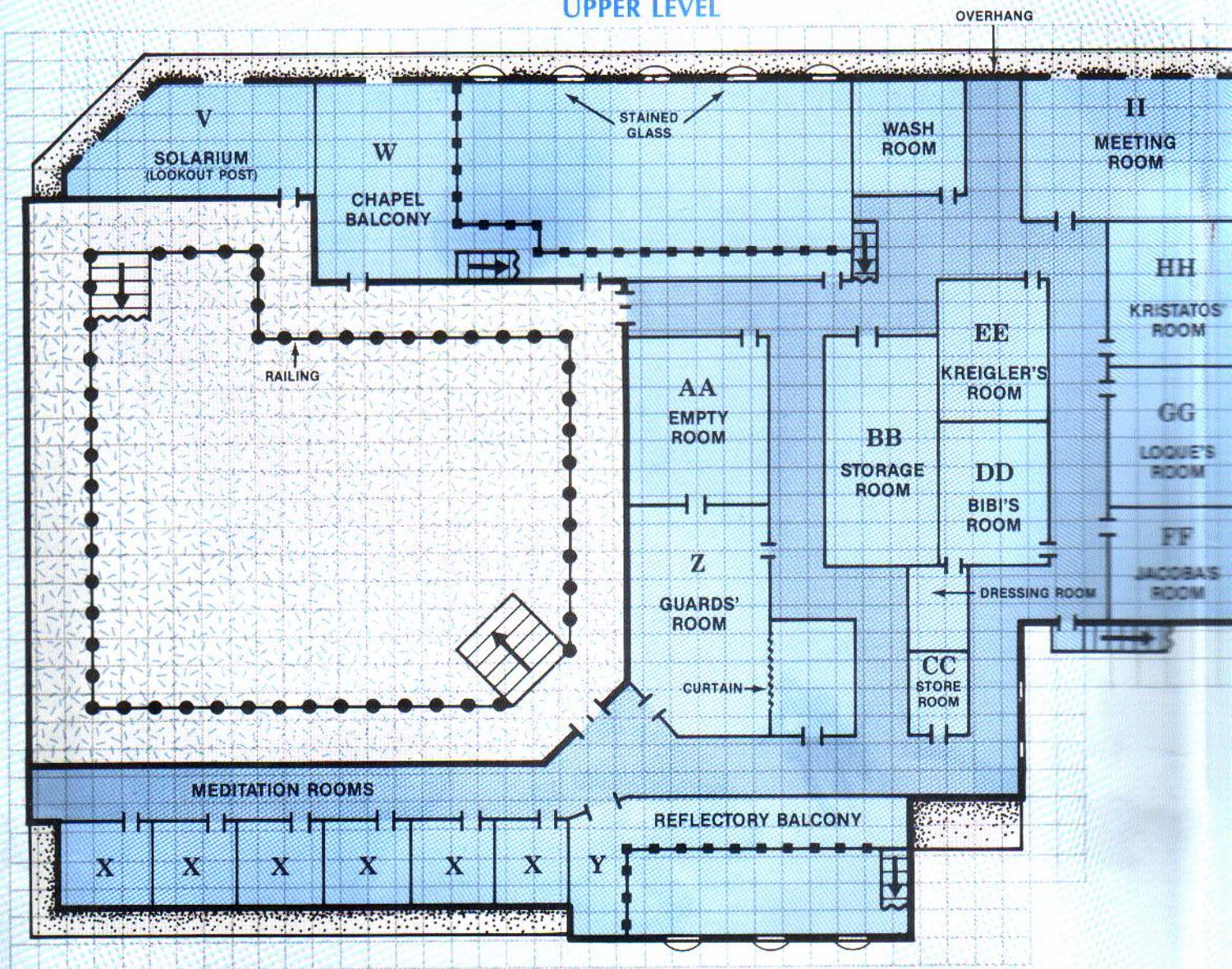
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For Ages 12 to Adult

UPPER LEVEL



□ = 5 Feet

—|— = Single Door

—| | — = Double Door

—|— = Window

—|— = Stained Glass Window

STAIRS DOWN



STAIRS UP



Gamesmaster Guide

FOR YOUR EYES ONLY

An Adventure Module for the *James Bond 007* Game

CREATED AND PUBLISHED BY VICTORY GAMES, INC.

ADVENTURE DESIGN

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Part I: Introduction and Briefings



A. Introduction

The *For Your Eyes Only* Adventure Module is designed to be played by up to three characters and a Gamesmaster. It offers a challenge to one character of "00" rank, two of Agent rank, and three of Rookie rank. If your party contains a different combination of characters ranks, you can alter the adventure according to the guidelines offered in this booklet.

Note: *The information contained in this booklet is for the Gamesmaster's eyes only. Players should not read this booklet. If any of your players have read this adventure, you will have to make significant changes so that the players will not anticipate events.*

You should familiarize yourself thoroughly with the story line and details of the mission. It is not necessary to memorize it completely, but you should know it well enough so that, in the middle of running the adventure, you will be able to look for any specific piece of information you need.

Read the adventure through first to gain an overall understanding of the purposes of the NPCs and the details about the locations in the mission. Then re-read it, highlighting or underlining the important details and making notes for yourself in the margins. It is to be expected that you will have to look up information while running the mission, but you should try to avoid long delays while you fish up some forgotten detail.

You will also notice variations in the personalities of the NPCs in this adventure when compared with their counterparts in the movie. These variations are designed to make the adventure different from the movie, should your players not wish to recreate the movie's plot exactly. If you wish to stay close to the premises of the movie, feel free to change the personalities as you see fit.

The information in this booklet is organized to help you run the mission smoothly. The "Briefing for the Characters" in this section presents the background materials the characters must have before beginning the mission. You can either read it directly to your players as M (you) telling the characters what he wants accomplished, or you can paraphrase it. The "Briefing for the Gamesmaster" provides you with the information regarding Kristatos's master plan. It contains the information the characters are supposed to uncover during their investigations, which differs from what they learn in the briefing with M. The section "Briefing for the Gamesmaster" provides a general outline of the villain's plan, a timetable for the adventure, descriptions of the props and maps used in the adventure, and suggestions on how best to run the mission. The section "Q Branch Equipment" describes the special items the characters will be given by M.I.6 for the mission.

Part II of this booklet includes the various characteristics and skills of the NPCs the characters will encounter, plus information about these NPCs that is relevant to the adventure. Part III describes the major locations the characters will visit during their mission and what will occur in these locations.

There are a number of maps included with the adventure. On the stiff screen is a map of the monastery at St. Cyril's. The other maps are included in the central four pages of this booklet.

A portion of this adventure was used as the basis for the tournament adventures run during the summer of 1984. If any of your players were involved in that tournament, do not worry. The characters' mission objective, the NPCs, and the locations are changed enough that any information they may have will be useless.

B. Briefing for the Players

The characters, summoned by a pre-dawn emergency call, enter M's office to find him in the company of the Minister of Defence and the First Sea Lord. There is not a semblance of a smile among the three. After any and all introductions are made, M will turn the briefing over to the First Sea Lord.

"Some of you may know that one of our spy ships, the *St. Georges*, has been patrolling the Ionian Sea off the coast of Albania, part of our effort to get more detailed information about Russian fleet movements in the Mediterranean. She was also something of an Early Warning System. Her radar could pick up Russian missiles before they hardly cleared their silos.

"The *St. Georges* is missing, presumed sunk. Intelligence reports rule out the possibility that the Russians sank her. There were reports of an explosion in the area and some Greek fisherman reported seeing a few leftover World War II mines in the area. We are considering it an accident.

"Aboard her was the ATAC, Automatic Targeting Attack Communicator. The ATAC uses an ultra-low frequency, coded transmitter to order our Resolution class submarines to launch Polaris nuclear missiles.

"The last message we received was that there was an explosion and the ship was going down with all hands. There was no confirmation of the ATAC destruct mechanism being triggered, so we must assume it is intact at the bottom of the sea."

The First Sea Lord will let this sink in while M takes over the briefing. "The consequences of the ATAC falling into enemy hands would render our Polaris fleet useless because every order could be countermanded. Worse yet, the fleet could be ordered to fire on Great Britain.

"Through us, the navy asked Sir Timothy Havelock, the marine archaeologist, to locate the *St. Georges*. He anchored his cruiser, the *Triana*, off Corfu, ostensibly to study the ruins of an underwater temple.

"Havelock has often worked with us in the past, but he was still only an amateur and not very security con-

scious. He reported on an unscrambled line how close he was to finding the *St. Georges*. This morning we got a report that a thief had snuck aboard the *Triana*. Havelock and his wife apparently surprised the thief and were killed in a struggle. The bodies were discovered by Havelock's daughter Melina who was returning home to see her parents after being away on an underwater dig. The Corfu police assumed that the thief was frightened off since nothing valuable was stolen.

"We dispatched a man from Athens to look into it. He pulled some strings and found that Havelock's most recent notebook and charts were missing, the ones containing information on the *St. Georges*. Our man could not press the point because Melina does not know of her father's connection to M.I.6 and, after all, she is in mourning.

"Two items give us a slim hope of getting those notes. First, according to the report, the notes were in Havelock's private code. Such a code could be extremely difficult to break without a key. So you may have some time to trace down the notebook while whomever has it is having his experts work on it.

"Second, our man turned up a coincidence that could be a lead. Hector Gonzales, an assassin for hire, was seen on Corfu and left the island just after Sir Timothy was killed. He'd be just the type that would be hired for such a dirty job. The Italian Secret Service reported that Gonzales arrived in Cortina. Ferrara, our man in Northern Italy, has already been sent there.

"You're going to Cortina after Gonzales and find out who hired him. Get those notes and charts back, and do whatever you must to recover the ATAC. You will have to move quickly but quietly, if word got out that the ATAC was available every pirate and enemy intelligence service would be after it. As of this moment, the responsibility for the ATAC is on your shoulders.

"You're booked on the 8:00 A.M. flight to Milan, you'll drive to Cortina from there. See Q about the ATAC before you leave."

C. Q Branch Equipment

The characters will be receiving no special equipment from Q Branch. The only thing the characters will get from Q is the ATAC Disarming Instruction Card (give the players the Mission Sheet of the card).

This card gives the location of the ATAC on the *St. Georges* and instructions for disarming the thermite charge and removing the ATAC. You should keep track of which character has the card. If the character carrying the card is caught and searched by Kristatos, the Greek will know

immediately what the card is and that the character is a member of M.I.6. Kristatos will keep the card for his own use. If the card is ever taken away, take the Mission Sheet back since the characters no longer have it to refer to.

Note: If the card is stolen you may wish to rearrange some events so the characters have a chance to get it back. What to do if the characters do not have the card is detailed in the section *THE ATAC* in the *F. St. Georges* section of the adventure.

D. Briefing for the Gamesmaster

The *St. Georges* was sunk due to a unfortunate run in with a leftover mine from World War II. The ATAC is still aboard and intact.

Gonzales was hired by Aristotle Kristatos. Kristatos is a Greek smuggler who occasionally deals in stolen information and secrets. Hearing about the fate of the *St. Georges*, he immediately contacted the KGB. The KGB, eager to get the ATAC but reluctant to start a direct and active search in Greek waters, offered to pay Kristatos a handsome price when he hands over the ATAC. They assigned Erich Kreigler to act as go-between for the deal. Kristatos knew of Havelock's connection with M.I.6. He decided to let Havelock do the looking and hired Gonzales to steal the results.

At the time of the players' briefing Gonzales is in Cortina getting ready to meet with Kristatos. By the time the characters arrive in Cortina, the deal will be made. Kristatos will immediately send the notes to St. Cyril's, an abandoned monastery. There one of Kristatos men will work on breaking the code so that he can retrieve the ATAC and deliver it to the Russians.

Kristatos is in Cortina because his protege Bibi Dahl is due to compete in the Winter Sports Trials there. Kristatos must accompany her, for appearances, and because he is hoping one day to turn Bibi from his ward to his mistress.

Kristatos is a freelance operator who has worked with the Russians before, which may be why they do not trust him. Some time earlier, the KGB infiltrated Jacoba Brink into Kristatos' operation. Jacoba will remain in the background while Kristatos deals with Erich Kreigler. Kreigler is subject to Brink's orders, however.

Kristatos will return to Corfu at the end of the trials or when he receives word Havelock's code has been broken. He will launch the diving expedition to recover the ATAC. The plans call for handing over the ATAC to Kreigler at Kristatos' dockside warehouse.

Of course, it is expected that the character's intervention will upset Kristatos plans.

MISSION TIMETABLE

DAY 1: The characters receive their briefing and head for Cortina. At the same time Kristatos pays off Gonzales

and sends the notes and charts to St. Cyril's. The party for Bibi is that night. Melina kills Gonzales.

DAY 2: The attempt to kill Melina in the town square and the attack on the characters takes place at the Biathalon. Kristatos leaves for St. Cyril's. Characters leave for Corfu.

DAY 3: Characters meet Lisl and see Colombo in Corfu. That night Lisl and a character go to her house.

DAY 4: In the early morning, Lisl is killed. Characters meet with Colombo. That afternoon and evening is the assault on St. Cyril's.

DAY 5: The characters go to retrieve the ATAC from the *St. Georges*. The attack on the warehouse is that night.

MISSION SHEETS

1) Encoded sea chart and notebook pages from Havelock's diary — The chart left by Sir Timothy that must be recovered from St Cyril's.

2) Disarming directions and layout of *St. Georges* — This is identical to the one Bond took with him down to the *St. Georges*. The sheet is printed so on one side are the disarming instructions with a description of the *St. Georges* on the other.

3) Note from Lisl to Kristatos — This note, on the countess' personal stationery, can be found at Kristatos' chalet in Cortina. It will be a heartfelt message asking that Kristatos and Milos end their feud and go back to being friends. This clue will give the characters their lead to go to Corfu to investigate Kristatos. In Corfu, the characters will meet Colombo who will have the location of St. Cyril's.

4) Telegram from Kristatos to Lisl — Found by the characters at Lisl's house. It will tell the characters that wherever Kristatos is so are Bibi and Jacoba who are innocent bystanders to worry about.

5) Colombo's drawn map of St. Cyril's — Given to the players if they enlist Colombo's aid against Kristatos.

Part II: Non-Player Characters



Besides the physical evidence, the other major method by which the characters gather information is through their interaction with the NPCs. The characteristics and statistics given for each NPC allow you to role-play them more effectively with your players.

The NPCs in the *For Your Eyes Only* Adventure Module differ in several ways from those presented in the *James Bond 007* Game. The NPCs in this adventure are given idiosyncrasies and defined interaction modifiers to help you individualize them when playing them. Additionally, NPCs are given weapons of preference, which you may change as you wish. The backgrounds of NPCs already detailed in the *James Bond 007* basic game book and the *For Your Information* supplement are not repeated here. There are

guidelines provided for what the NPC will do in this adventure.

The idiosyncrasies listed for each NPC are quirks or habits that will help you personalize the character. The Interaction Modifiers apply to the Interaction rolls. The Reaction modifier is used when determining the NPC's initial Reaction to the characters. The other modifiers (Persuasion, Seduction, Interrogation, and Torture) are cumulative with any other modifier that is normally applied when the character is rolling to affect the NPC, never the other way.

If the players question a very low Ease Factor, you should explain the difference by using some aspect of the NPC's personality ("She seems friendly" or "He acts sullen and uncooperative" or something similar). You should not tell them what the specific interaction modifier is.

A. Enemies

JACOBA BRINK

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

SKILLS (SKILL LEVEL/PRIMARY CHANCE)

Diving (3/7), Driving (3/6), Fire Combat (6/9), Hand-to-Hand Combat (7/12), Local Customs (2/5), Mountaineering (3/8), Riding (2/6)

ABILITIES: First Aid

HEIGHT: 5'7"

WEIGHT: 130 lbs

AGE: 43

FAME POINTS: 15

HERO POINTS: 2

SPEED: 0

HAND-TO-HAND DAMAGE CLASS: A

STAMINA: 24 hours

RUNNING/SWIMMING: 10 minutes

WEAPON: Tula Tokarev

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

WEAKNESSES: None

IDIOSYNCRASIES: Very quiet, acts solicitous of Bibi

INTERACTION MODIFIERS: Reaction (-2), Persuasion (-3), Seduction (-4), Interrogation (-1), Torture (0)

BACKGROUND: Jacoba's background as an Olympic skater and trainer is detailed in the *For Your Information* supplement with the following addition.

Jacobaca is a KGB agent. She has been for years. Her cover as an international competitive skater has gotten her into countries around the world. When she grew too old to compete, she became a trainer. This new cover still allows her freedom of movement around the world.

When the KGB learned that Kristatos was looking for a trainer for Bibi, they infiltrated Jacobaca into Kristatos'



entourage. The KGB, not fully trusting Kristatos, wanted someone on the inside to keep an eye on him and to find out with whom, besides the Russians, he was making deals.

PERSONALITY: Jacobaca's possessive nature towards Bibi means she will be Opposed to any male making overtures to the young skater or those she perceives as hanging around Bibi too much. Jacobaca is a very controlled person, however, so though she is never warm and outgoing nor is she derisive and sneering.

Jacobaca should receive a Fame roll to recognize the characters.

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: Connoisseur, 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	WEAPON: Tula Tokarev

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

WEAKNESSES: None

IDIOSYNCRASIES: Very terse, very cold, not at all social

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

BACKGROUND: Kreigler's complete background can be found in the *For Your Information* supplement.

Ostensibly, Kreigler is Kristatos' KGB contact. The Russians thought that he would be intimidating to the Greek smuggler. Kreigler's cover as a competition



biathlon skier serves him well. He is subject to Jacoba's orders.

PERSONALITY: Kreigler has very little personality. He is not very interested in romance or frivolity. He is loyal to the Soviet Union and would gladly give his life. He is not very subtle, but neither is he a bungler.

ARISTOTLE KRISTATOS

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

SKILLS (SKILL LEVEL/PRIMARY CHANCE)

Boating (13/23), Charisma (9/19), Diving (10/18), Fire Combat (11/21), Gambling (8/20), Hand-to-Hand Combat (9/16), Seduction (6/15), Sixth Sense (10/21), Stealth (10/20)

ABILITIES: Connoisseur, First Aid

HEIGHT: 6'0"	SPEED: 2
WEIGHT: 185 lbs	HAND-TO-HAND DAMAGE CLASS: A
AGE: 51	STAMINA: 28 hours
APPEARANCE: Attractive	RUNNING/SWIMMING: 25 minutes
FAME POINTS: 45	CARRYING: 101-150 pounds
SURVIVAL POINTS: 4	WEAPON: Luger Parabellum

FIELDS OF EXPERIENCE: Hockey, Mechanical Engineering

WEAKNESSES: Greed

IDIOSYNCRASIES: Very urbane and sophisticated

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

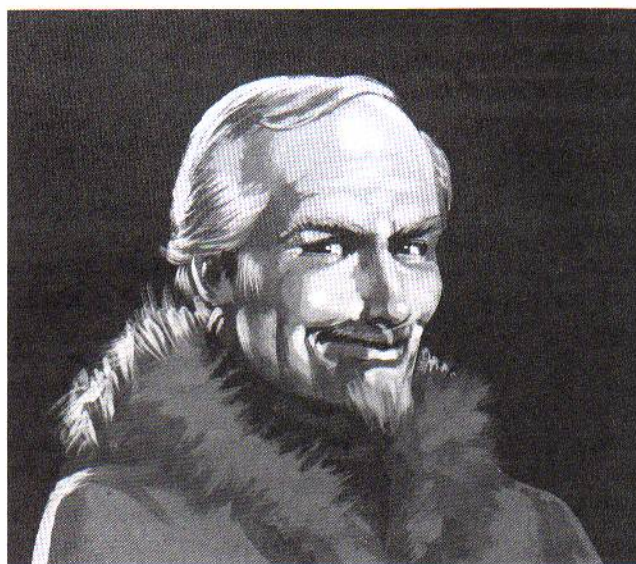
BACKGROUND: Kristatos' complete background can be found in the *James Bond 007* basic game book.

In the adventure, Kristatos is a smuggler who also dabbles in espionage. He works freelance, selling his services and goods to the highest bidder.

PERSONALITY: Kristatos will be Neutral to characters who present themselves as criminals looking to make a deal. If the characters pose as KGB agents, Kristatos will be Antagonistic, since he already knows Kreigler is the

Russian agent. Kristatos is also aware that Luigi Ferrara is a member of some law enforcement agency. He is not sure which and suspects it may be the British Narcotics Board.

Kristatos should not receive a Fame Roll when meeting the characters. He is involved only on the periphery of espionage and deals mostly with criminal activities. This makes him more of a Shady Contact than a Major Villain.



EMIL LEOPOLD LOQUE

STR: 8 DEX: 10 WIL: 6 PER: 7 INT: 7

SKILLS (SKILL LEVEL/PRIMARY CHANCE)

Boating (5/13), Driving (9/17), Evasion (4/13), Fire Combat (11/19), Hand-to-Hand Combat (9/17), Sixth Sense (5/12), Stealth (7/13), Torture (6/12)

ABILITIES: First Aid

HEIGHT: 5'9"

SPEED: 2

WEIGHT: 150 lbs

HAND-TO-HAND DAMAGE CLASS: A

AGE: 30

STAMINA: 28 hours

APPEARANCE: Normal

RUNNING/SWIMMING: 25 minutes

FAME POINTS: 35

CARRYING: 101-150 points

SURVIVAL POINTS: 5

WEAPON: H&K VP-70

FIELDS OF EXPERIENCE: None

WEAKNESSES: None

IDIOSYNCRASIES: Very intense look on face, never smiles, rarely talks

INTERACTION MODIFIERS: Reaction (-3), Persuasion (-3), Seduction (-5), Interrogation (-3), Torture (-3)

BACKGROUND: Loque's complete background can be found in the *James Bond 007* basic game book.

Loque works as Kristatos' bodyguard and is dedicated to his work. So long as Kristatos is paying his salary, Loque will make sure no harm comes to the smuggler.



PERSONALITY: Loque will appear to be very aloof and unaffected. He enjoys killing, but is very cold about it. He is not a violent, drooling sadist, but a calm, collected killing machine.

KRISTATOS AND COLOMBO'S HENCHMEN

Note: There are a number of times during the adventure when men named Apostis or Karageorge will be mentioned or Kristatos or Colombo will have their men attack or aid the character and you may need to know their abilities. You can create each man individually using the Guards and Soldiers chart in the *James Bond 007* rule book. To simplify your already harassed existence as a GM, though, included below is an average henchman that you can use across the board or change the characteristics and skills slightly for more variety.

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

SKILLS (SKILL LEVEL/PRIMARY CHANCE)

Boating (6/14), Demolitions (4/10), Diving (7/15), Driving (7/15), Evasion (6/14), Fire Combat (7/15), Hand-to-Hand Combat (7/15), Stealth (7/14)

SPEED: 2

HAND-TO-HAND DAMAGE CLASS: A

STAMINA: 28 hours

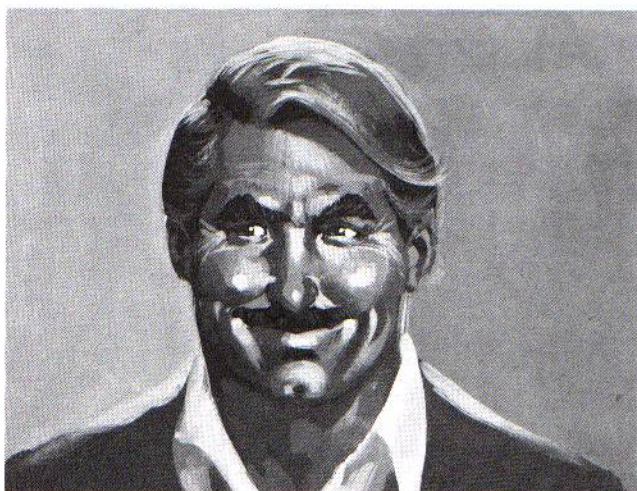
RUNNING/SWIMMING: 25 minutes

CARRYING: 101-150 lbs

SURVIVAL POINTS: 2 (3 if the NPC is named)

WEAPON: Luger Parabellum

B. Allies



MILOS "DOVE" COLOMBO

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

SKILLS (SKILL LEVEL/PRIMARY CHANCE)

Boating (14/25), Charisma (10/19), Demolitions (5/15), Evasion (12/21), Fire Combat (10/21), Hand-to-Hand Combat (8/18), Sixth Sense (11/22), Stealth (13/22)

ABILITIES: First Aid, Connoisseur

HEIGHT: 6'2"

SPEED: 2

WEIGHT: 220 lbs

HAND-TO-HAND DAMAGE CLASS: B

AGE: 57

STAMINA: 28 hours

APPEARANCE: Good Looking

RUNNING/SWIMMING: 25 minutes

FAME POINTS: 46

CARRYING: 101-150 pounds

HERO POINTS: 5

FIELDS OF EXPERIENCE: Economics/Business, International Law, Law

WEAKNESSES: Close Personal Tie

IDIOSYNCRASIES: A true romantic at heart, eats pistachios by cracking the shells with his teeth, Displays a hearty and friendly personality

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

BACKGROUND: Colombo's complete background can be found in the *James Bond 007* basic game book.

Colombo is a business rival and the sworn enemy of

Kristatos. He is very fond of Lisl Von Schlaf. In the adventure, he can become a valuable ally to the characters, supplying equipment and manpower they may need.

PERSONALITY: Colombo's Close Personal Tie is Lisl Von Schlaf. Though he knows she can never commit to one man, he is very fond of her and worries about her constantly. If anything happens to Lisl, Colombo will vow revenge against the attacker.

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

IDIOSYNCRASIES: Acts demure but is really quite knowledgeable

INTERACTION MODIFIERS: Reaction (+3/-1), Persuasion (+3/-2), Seduction (+4), Interrogation (+5), Torture (+6)

Note: The numbers before the slash are for males of Good Looking or better Appearance.

BACKGROUND: Bibi's complete background can be found in the *For Your Information* supplement.

While she appears to be naive and innocent, Bibi is actually wise beyond her years about certain things. She is considered one of the best skaters in the world, but is



not well liked by other female skaters because she is constantly flirting. She is also always sneaking off to make and keep dates. This makes Jacoba's job very difficult.

PERSONALITY: Bibi's Reaction will be Enamored with any character who is male and of Attractive Appearance or better or who poses as an Olympic official or member of the press. Bibi loves to get her name and photo in the papers. Bibi will insist that any character she is Enamored with be invited to her party in Cortina.

LUIGI FERRARA

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), Six 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

WEAPON: Walther PPK

FIELDS OF EXPERIENCE: Forensics, Law, Microphotography

WEAKNESSES: None

IDIOSYNCRASIES: Very enthusiastic about his job but a trifle naive

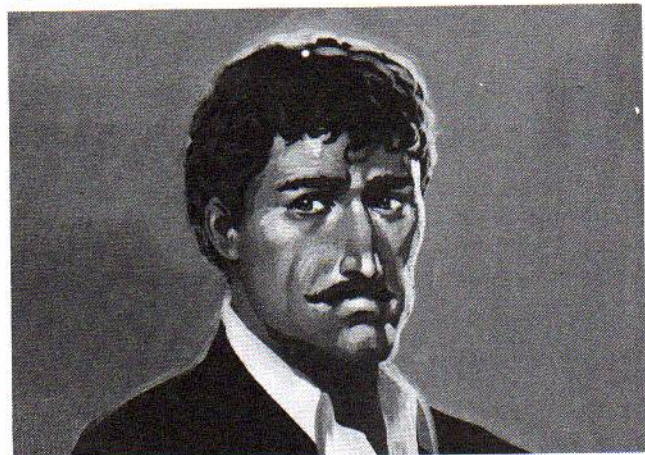
INTERACTION MODIFIERS: Reaction (+1), Persuasion (0), Seduction (+1), Interrogation (+1), Torture (+1)

BACKGROUND: Ferrara's complete background can be found in the *For Your Information* supplement.

Ferrara acts as an information source for the charac-

ters. Whether he aids them physically will depend on the collective strength of the characters. Contrary to the movie, Ferrara is not on friendly terms with Kristatos. Ferrara will not leave Cortina.

If players, remembering the movie, may try to arrange a meeting with Kristatos using Ferrara. Ferrara will agree, figuring the characters are more experienced and know



what they are doing. Unknown to Ferrara, his status as an agent for M.I.6 is known to Kristatos, Brink and Kreigler. If Ferrara is seen with the characters, suspicion will fall on them. Whatever enemy spots them will have

Ferrara killed and then go after the characters.

PERSONALITY: Ferrara is still excited over the idea of being a spy. He has not developed all the mental alarms necessary for staying alive. He is too trusting.

MELINA HAVELOCK

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

SKILLS (SKILL LEVEL/PRIMARY CHANCE)

Boating (5/10), Charisma (6/11), Diving (5/1), Driving (3/8), Fire Combat (5/10), Hand-to-Hand Combat (8/15), 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: 43

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

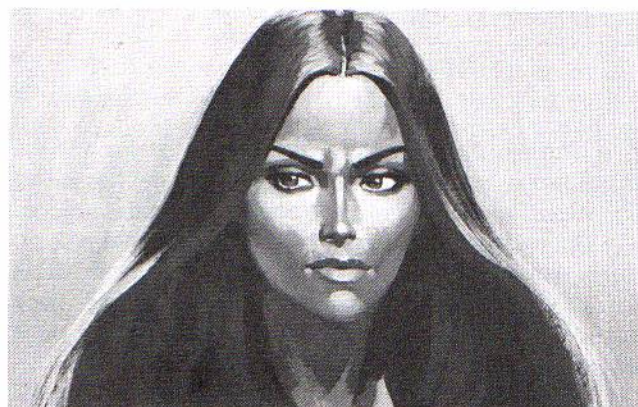
WEAKNESSES: Close Personal Tie

IDIOSYNCRASIES: Very emotional; does not usually fly off the handle but is very passionate in her likes and dislikes

INTERACTION MODIFIERS: Reaction (0), Persuasion (0), Seduction (+1), Interrogation (+3), Torture (+4)

BACKGROUND: Melina's complete background can be found in the *For Your Information* supplement.

As in the movie, Melina is out to avenge her parents' murders, and nothing will sway her from this goal. (Until the murders are avenged Melina has a Seduction and Persuasion Interaction Modifier of -6.)



So long as the characters assure her through words and actions that her parents' deaths will be avenged, Melina will cooperate. However, she will not reveal the actual key to her father's code. She will just tell the characters she can decipher her father's notes and will do so when they are avenged.

PERSONALITY: Normally a very happy and bright woman, Melina is fixated on getting revenge. She will rarely smile. Her entire demeanor should radiate a cold fury. She will fly into a rage whenever someone tries to dissuade her from seeking revenge.

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"

SPEED: 1

WEIGHT: 125 lbs

HAND-TO-HAND DAMAGE CLASS: A

AGE: 35

STAMINA: 24 hours

APPEARANCE: Striking

RUNNING/SWIMMING: 10 minutes

FAME POINTS: 11

CARRYING: 60-100 pounds

HERO POINTS: 2

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

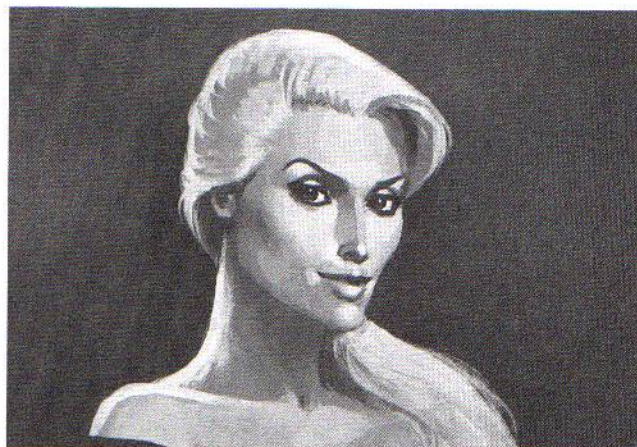
WEAKNESSES: Close Personal Tie

IDIOSYNCRASIES: Slips into her Liverpool accent when tipsy or relaxed

INTERACTION MODIFIERS: Reaction (+2), Persuasion (+1), Seduction (+2), Interrogation (+4), Torture (+6)

BACKGROUND: Lisl's complete background can be found in the *For Your Information* supplement.

Lisl is the same as in the movie, a lovely woman who



is sought after for her company. She accepts expensive gifts and gets a kickback from Colombo whenever one of her dates loses heavily at the gaming tables.

PERSONALITY: Lisl enjoys her pleasures and tries to avoid anything emotionally or physically painful. She falls in "love" very easily, especially if a man is attractive and appears wealthy.

Part III: Places and Events



A. Cortina

In Cortina, the characters will meet Kristatos and his entourage and meet with Melina after she has killed Gonzales. There are no Mission Sheets used in this section.

The journey from London to Cortina should take no longer than 4 hours. An hour and a half by plane to Milan and then a two and a half hour drive to Cortina. They should reach Cortina by 3:00 in the afternoon on the same day as the briefing.

Cortina sits in a lush valley in the Dolomite Mountains. The valley is carpeted with thick meadows and forests and surrounded by some of the most magnificent mountains in the world including *Sorapis*, *Cristallo*, the *Cinque Torri* (Five Towers), and the *Montagne del Bosco Nero* (Black Forest Mountains). The long slopes of these mountains put Cortina in the same league as St. Moritz as a skier's paradise.

Beyond the skiing, the town is postcard perfect, the streets lined with quaint shops, the luxurious hotels and restaurants, and the church with green marble floors and walls and the ruby onyx baptismal font.

The characters should have no trouble contacting Luigi Ferrara. Ferrara, told of the characters impending arrival, will leave a note or message that he will meet the characters on Tofana. They will have to take the mountain railway to the top of this towering peak.

DRAMATIS PERSONAE

The following section should help you keep track of the NPCs and their possible reactions to the characters.

Ferrara: The M.I.6 contact tells the characters that Gonzales is currently staying in the chalet of Aristotle Kristatos, a known smuggler who dabbles in freelance espionage. Ferrara will tell the characters that Kristatos is giving a party that night. The party is meant to bring Bibi in contact with the members of the world press. Ferrara does not know where Havelock's journals and papers are. He will be available to help the characters.

Kristatos: Ostensibly, he is in Cortina for the winter carnival. His ward and protege, Bibi Dahl, is the favorite to win the skating championships which are a prelude to the next Olympics. Kristatos is planning a party that evening to introduce tournament officials and reporters to Bibi. During the day, he will be at the arena, sipping espresso and watching Bibi practice. At night, when he is not spending time with Bibi, he will be in his chalet or one of the restaurants in town.

Loque: Kristatos' bodyguard will never be far from his boss unless Kristatos orders him to kill the characters.

Kreigler: Undercover as a competitor in the Biathlon, he is keeping a wary eye on Kristatos, since he does not trust the smuggler. If Kreigler discovers who the characters are or the characters appear to interfere in his business, he will try to kill them. Kristatos knows that Kreigler is with the KGB. During the day, Kreigler will be practicing for the Biathlon. At night, he is a guest in Kristatos' chalet.

Gonzales: Ever the womanizer, Gonzales is enjoying himself as Kristatos' houseguest. He is always open to the attentions of an attractive woman. He does have his eye on Bibi. He spends his time at the chalet.

Bibi: The young skater is enjoying being the center of attention. She has become a media darling since she is so photogenic and is willing to give interviews and pose for photos anytime. Most of the day, she is at the arena practicing her skating. At night, she is either with Kristatos or, when she can get away from him, hitting the night-spots in Cortina.

Jacoba: Appearing as nothing more than a dutiful trainer, Jacoba is keeping a close eye on Kristatos. If she discovers who the characters are, she will order Kreigler to eliminate them. With Bibi, she is at the arena most of the day and spends her evenings at the chalet.

Note: Only Jacoba and Kreigler will have a chance to recognize the characters as M.I.6 agents. Because of the characters' actions, though, Kristatos and Loque may think they are law enforcement agents but will not be sure for which organization.

The characters can certainly locate and meet any of the NPCs. Make Reaction Rolls for all NPCs, referring to the guidelines in the backgrounds. If Bibi's Reaction is Friendly or better to any character, she will insist that the character be invited to her party. When the invitation is given, the characters will be told they will be picked up by limousine and taken to the party since there is limited parking around the chalet.

DIRE CONSEQUENCES

While what happens in Cortina depends chiefly on the characters' actions there are certain events that are entirely in the hands of the NPCs.

Melina will kill Gonzales during the party (see **B. Kristatos' Chalet**, below) which will force Kristatos to try to find her and kill her before she can kill him. Kristatos will order Loque and his men to kill Melina. They will try to kill her by running her down in the town square with motorcycles.

This same method could be used to kill the characters if Kreigler or Jacoba recognize them. Kristatos' reaction will be to get to a place of safety as soon as possible.

CYCLES IN THE SQUARE

The most likely place for any attack in Cortina is in the town square. The square is about 100 feet across and surrounded by shops that sell everything from flowers to crossbows. In the center of the square is a large fountain that at this time of the year is frozen over; there are barricades around the fountain to warn drivers away.

Note: Any attack on Melina in the town square should occur while the characters are nearby and can rescue her.

Like the attacks in the movie, each assassin will be riding a Yamaha Seca 550. These cycles are essentially dirt bikes equipped with wheelspikes so they do not lose any traction when riding on ice. They are therefore immune to any negative modifiers you may impose due to ice conditions. However, the spikes prevent the cycles from performing a Double Back maneuver.

During an attack in the square the cyclists will attempt to run down their targets with Force maneuvers. If they

are successful the victim takes Class E damage due to the wheelspikes. Later in the adventure, these same cycles may be used in a ski chase (see **C. The Biathalon**, below). While in the town square the cyclists will not use their machine guns.

The Yamaha motorcycles' Attributes are:

PM	RED	CRUS	MAX	RGE	FCE	STR
+1	4	45	70	200	1	1

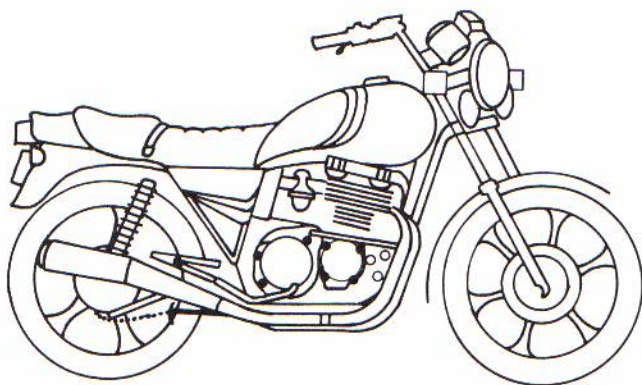
Each motorcycle has two machineguns mounted in the handlebar assembly. The guns are controlled by pressing a button near the right handgrip. The machineguns are similar in firepower and performance to an Uzi, but can only fire in a burst mode. The machineguns Attributes are:

PM	S/R	AMMO	DC	CLOSE	LONG
0	8	32	2×I	0-10	40-60
		CON	JAM	DRAW	RL
		na	96-99	0	Special

Each gun holds 32 rounds but they fire in tandem, so they are only good for four bursts. The damage, as indicated, is doubled because they are the equivalent of two Uzi's. To resolve any fire, use the riding character's Driving skill, not his Fire Combat skill. The character may fire the guns at a single target during any Chase maneuver. In order to Spray Fire, the rider must perform a successful Trick maneuver to weave without upsetting the cycle. If the Spray Fire is successful, Class I damage is done to up to 3 targets.

Both guns are considered jammed on a roll of 96-99. To unjam the guns, the rider must stop the cycle and remove the side panel of the motorcycle to get to the firing mechanism. The same procedure must be performed to reload the guns. The machineguns cannot be removed from the motorcycle and used by hand.

There are street barriers that can be used as in the movie. The characters would pick up the two by four and, by performing a Trick maneuver at Close Range, swing it so it sticks to the spikes on the motorcycles front wheel. The rider can escape injury by making a Safety check, but the motorcycle will be inoperable no matter what.



B. Kristatos Chalet

THE CHALET

Mission Sheets: The Mission Sheet used in this section is the note from Lisl to Kristatos. The characters should find it when they search Kristatos' Chalet.

Kristatos' chalet is outside of Cortina on the right fork of a side road off the Via Cantore. The left fork is blocked off due to a recent avalanche (see diagram on page 17). Melina will leave her getaway car near the blockage on the left fork (see **THE CROSSBOW INCIDENT**, below).

Kristatos' chalet is comfortable and roomy. It is built into the side of the mountain so the floors do not line up one directly over the other. They are staggered with the top floor being the largest. The diagrams on pages 16-17 show the floorplans for the house. You should refer to these diagrams to determine the placement of furniture in the chalet. Visitors park in the paved area in front of the chalet or along the road leading to the house.

FIRST FLOOR

Terrace (A): This spacious veranda with its southern exposure is a perfect place for dining alfresco or soaking up some sun. Even in winter it is warm enough to have lunch on. The Terrace has four tables each with an umbrella and four chairs. On the Terrace are the front door (-2 EFM/Lockpicking when locked) and the sliding glass doors. There is a steel bar in the track of the sliding doors so they can only be opened by smashing (-1 EFM/STR) or with a glass cutter.

Living Room (B): This bi-level large area is divided by cleverly placed furniture, appliances and planters. Floor to ceiling windows, with opaque curtains, make up the south and west walls of this room. The basement stairs are directly under the one shown on the diagram. The spiral staircase only goes to the second floor.

Dining Room (C): A cherrywood paneled room with mahogany furniture.

Kitchen (D): A modern kitchen with state-of-the-art appliances, all meals are prepared here. There is no regular cook, Kristatos hires a local woman to do the cooking. All food and supplies are stored in the pantry (E).

SECOND FLOOR

Art Gallery (F): The balcony here is lined with original oil masterpieces. Chairs are provided for those who wish to relax and enjoy the artworks.

Bedrooms (G-L): These rooms are used by Kristatos and his party and guests. The room's occupant is noted on the diagram.

Kristatos' Office (M): In this room are Kristatos' desk, telex, a phone with three outside lines (and conference capability). Lisl's note is lying on the desk. There is a patio leading off the office; the sliding doors are identical to those on the Terrace.

Library/Den (N): Here there are shelves of books and a few easy chairs. Kristatos brings only his most important business associates or trusted friends here.

BASEMENT

Exercise Room (O): The basement has been converted into an exercise room for Bibi. Here there are tumbling mats, a horse, parallel bars, a complete nautilus exercise center and a sauna. The door to the garage is always kept locked (-2 EFM/Lockpicking) and is never used as an entrance or exit to the chalet, except in an emergency.

Garage (P): Kristatos houses his Lotus Esprit (BMW 633 CSI if you have the *Q Manual*) and two Caprice Classics (Mercedes 240Ds if you have the *Q Manual*) used by his men and the household staff. Behind the garage is the storage/workroom (Q). Here are stored skis, tow-bars, snowblowers, shovels, and the like.

Note: *If any of the characters or Melina are captured, they will be tied up and locked in the storage room.*

GETTING INTO THE CHALET

If the characters cannot get invited to the party at the chalet, they will have to crash the party or break in later in the night. To crash the party, the characters must succeed at a Persuasion Roll (-2 EFM) to bluff their way past Kristatos' man at the door.

To reach the chalet, the characters will have to make at least two Stealth rolls (more at your discretion). If they come up the main road and the driveway, there is a -2 EFM applied to this roll. If they circle around and climb down the slope, they will have to perform a Mountaineering roll in addition to the Stealth. If they park their car along the left fork and cross the snow field there is no negative EFM. You should remember, though, that Melina will be parking her car there late in the afternoon.

THE PARTY

Invited guests for the party will be picked up by a fleet of limousines Kristatos hired for the night. The guests include tournament officials, influential visitors and reporters and photographers. Characters will have to be careful not to have their photos splashed alongside the society columns or on the front page.

The major NPCs are in attendance:

Kristatos: Ever the congenial host, Kristatos is basking in the reflected glory of Bibi's outstanding showing on the rink during the day's practice.

Loque: Kristatos has assigned Loque to discreetly keep an eye on Bibi, both for her own protection and to keep track of any young men who may approach her. Loque will not socialize during the party. Instead he will hover on the fringes, keeping an eye on the entire proceedings. At the first sign of trouble or danger, Loque will move to protect Kristatos and Bibi.

Bibi: Being the center of attention has made Bibi positively aglow with excitement. The party is being given for her and she is certainly the center of attention. She will be very busy answering interviewers' questions, posing for photographers and generally acting the shy, wholesome image she has perfected. If she has not already, she will try to make the acquaintance of any male character whose Appearance is Attractive or better.

Jacoba: Never far from Bibi, Jacoba will be busy keeping an eye on Bibi, making sure the young skater does not slip off with some young man.

Kreigler: Like some silent Adonis, Kreigler will be standing to the side, scanning the crowd. He will give brief, but polite answers to all reporters. He will not respond to all the female attention he is garnering.

Gonzales: The assassin is enjoying the lush life and trying to meet every pretty young lady at the party. He would like to get to know Bibi better but the young skater does not like him.

Melina: Melina will be at the party, but under an assumed name. She managed to get close to a reporter and come as his date. Melina is planning to kill Gonzales. Earlier she parked her car along the blocked off road and hid her

crossbow in a snowbank alongside the terrace. At the party she will appear aloof, but is actually just focused on her plan of action. She is wearing a pantsuit outfit.

Guards: Among the guests, Kristatos has eight men, all armed with Smith & Wesson .38 revolvers (Browning 9mm, if you have the *Q Manual*).

THE CROSSBOW INCIDENT

Most of the evening will be uneventful, giving the characters a chance to search the chalet, they should be encouraged to do this so they can find Lisl's note.

At about eleven o'clock, Melina will slip away and retrieve her crossbow. She will kill Gonzales by firing through the partly opened sliding doors to the terrace. There is no roll necessary, Melina will automatically kill Gonzales.

The party will come to an abrupt halt as Gonzales hits the floor with a thud. The guests will be paralyzed with shock for several minutes. If the characters chase out after the assassin, subtract the Speed of the fastest character from the die roll result on the Chase Range Table to determine how close the characters are to Melina. Assume the guards to be just behind the characters (distance up to you).

The chase will be over a fairly flat field of shallow snow with some trees and snow drifts along the way. A successful Quick Turn means that the character ducked

behind a tree or dove into a sizable snow drift.

The characters could join the chase either to help Kristatos' men capture Melina or to help her escape. Since three-way bidding would be confusing, you should direct the bidding based on the characters' intention. For example, if the characters are more interested in catching Melina than avoiding the guards, the bidding will be between Melina and the characters. If they are more interested in getting more distance from the guards, concentrate on that aspect of the chase. The areas of concentration can change from round to round.

SLAY RIDE

If the characters follow Melina all the way to her car, they will find a battered little yellow Peugeot Charleston, very past its prime.

PM	RED	CRUS	MAX	RGE	FCE	STR
-2	5	50	80	190	2	4

On a safety roll result of 100, the car has turned over. It requires a STR roll (-4 EFM) to right it. If more than one character tries this, add their STR characteristics together.

Kristatos' men at the chalet will be piling into their Caprice Classics (Mercedes 240Ds if you have the *Q Manual*). There will be three hoods per vehicle, one driving and two firing their weapons. Since they know the roads around the chalet, they will know that the Peugeot



has to be coming out the barricaded side road.

The following guidelines can be used for any car chase taking place outside the town of Cortina.

Any maneuver can be attempted on the roads but at a -1 EFM for the roads being icy and slick. A Quick Turn results in the vehicle burying itself into a snow drift from which the occupants will have to spend ten minutes digging themselves out. (If the NPCs spot the Quick Turn, they will calmly wait, weapons ready, for the characters to dig out.)

Further down the mountain, the road goes into a series of hairpin turns that give a -2 EFM to any maneuver. It is possible for a vehicle to cut through the piles of snow and just go down the slopes. This requires a Trick maneuver at a bid EF less than or equal to the FCE rating of the car. This "Impossible Bond Stunt" should be tried only by characters with a high Driving Skill or Hero Points to burn.

After a minimum of seven rounds the speeding vehicles will have reached Cortina proper. In town, the roads are still icy but there are no snowdrifts to crash into or through.

CHASE CONSEQUENCES

If the characters and Melina escape together, they can question her to find out what she knows. She discovered Gonzales killed her parents and traced him to Cortina. She never considered that someone may have hired Gonzales. If someone did, she wants to kill the man

responsible. Characters can try to Persuade her to keep her blood lust in check for the time being (-3 EFM/Persuasion).

The characters may return to the party but Kristatos' attitude will have turned Antagonistic if the characters' action, in your opinion, aroused his suspicions.

If the characters are captured, they will be tied up and locked in the Storage room (Q). Kristatos will take Bibi and Brink and head for St. Cyril's, leaving Loque behind to finish off the characters. The characters will have to escape, which could lead to the vehicle chase down the mountain as described above or the ski chase as described in **C. The Biathlon**. The characters may kill Loque but he should be given every chance to get away and rejoin Kristatos.

If Melina is captured, whether with the characters or by herself, the characters should get a chance to rescue her. If they do not, Kristatos will take her along as a prisoner to St. Cyril's.

If Bibi is Enamored with any of the characters, she will get away from the chalet and make her way to the character's hotel room. When she gets there is up to you, but the character should have a few scary moments thinking someone is sneaking in or lying in ambush. Bibi will be interested in spending a romantic evening with the character. Since the girl is so young, any character taking advantage of her can be penalized Experience Points.

While the character is trying to disengage himself from Bibi, she will try to exact a promise to go skiing the next day and see the Biathlon.

C. The Biathlon

If the characters were not recognized by Kreigler or Jacoba and did not arouse Kristatos' suspicions, the next day should pass uneventfully. However, if any of the above NPCs have reason to suspect the character, he or she will arrange for the characters to be killed during the Biathlon.

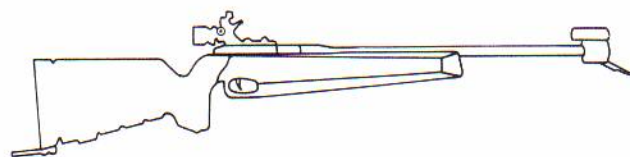
Note: If, when you are running this adventure, the events in this section seem forced, you may ignore it. You can use this section as a guideline for whenever the characters become involved in a ski chase.

A biathlon is a winter sport combining cross-country skiing with target shooting. Participants travel along an established path stopping at checkpoints to shoot targets.

Exactly when the attack will start is up to you. Ideally, it should be a time when there are no witnesses about. Otherwise, the characters will have to get away from the crowds to avoid any loss of innocent lives.

Kreigler will leave the competition to kill the characters. He will find a place where he can have two-thirds cover and Take a Bead. Make a Sixth Sense roll for the character. If the roll is successful, go immediately into combat rounds. Otherwise, Kreigler gets off a free round of fire. If there is more than one character, you should decide which one Kreigler fires at first. He will use his

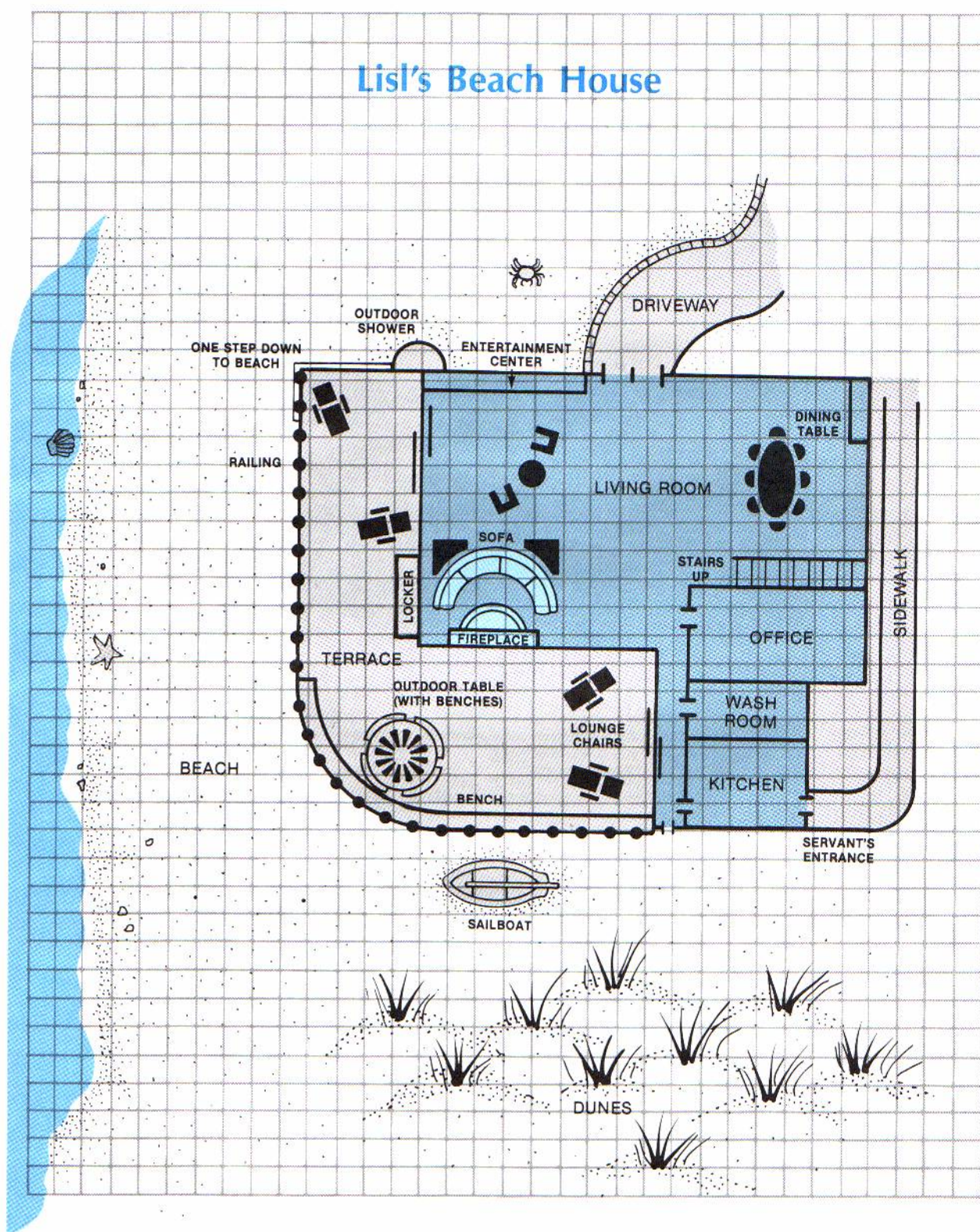
Anschutz 1827 Bravo Biathlon rifle. Its Attributes are:




PM	S/R	AMMO	DC	CLOSE	LONG
+2	1	5	G	0-55	150-250
	CON	JAM	DRAW	RL	
	na	99	-3	2	

He will Take A Bead before firing again. While he is aiming, the characters can try to determine Kreigler's position by making a PER roll. Once Kreigler fires his second shot, the characters will automatically know where he is. If the characters have drawn their weapons, Kreigler's second shot will be a Specific Shot to disarm them. If you feel it is necessary, you may have some of Kristatos' men join Kreigler in the ambush, rather than save them for the chase.

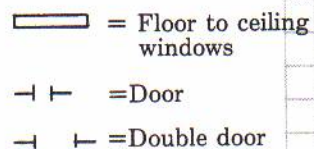
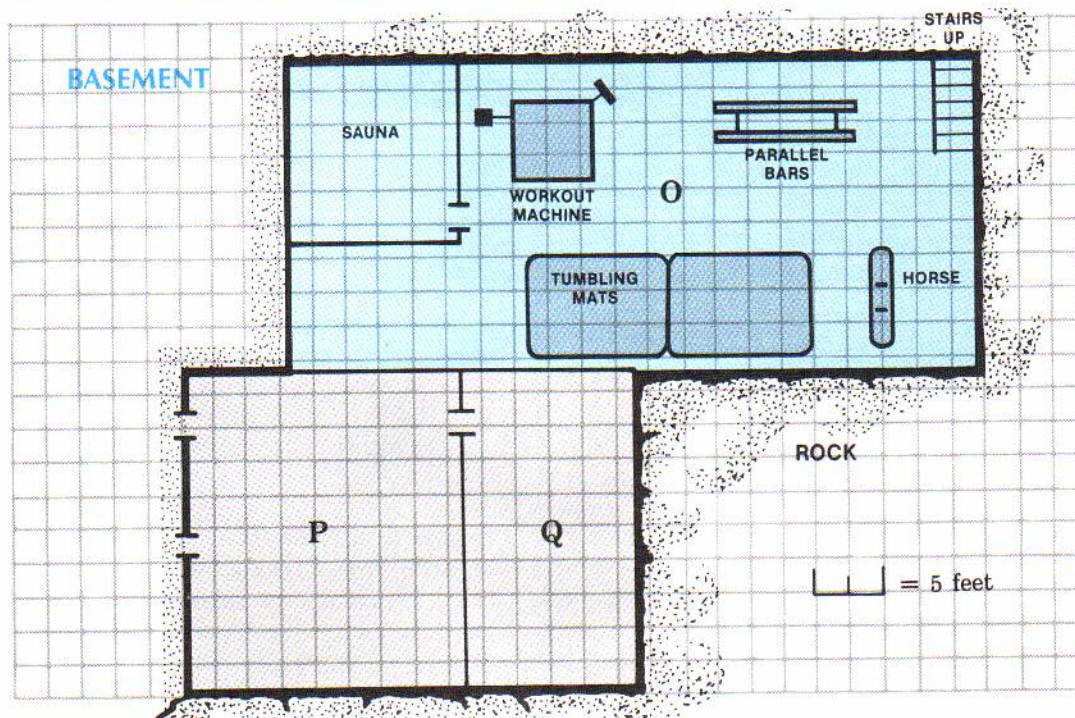
Floorplans And Maps



 = 10 feet

Kristatos' Chalet

MAIN FLOOR

 = 5 feet

 = 5 feet

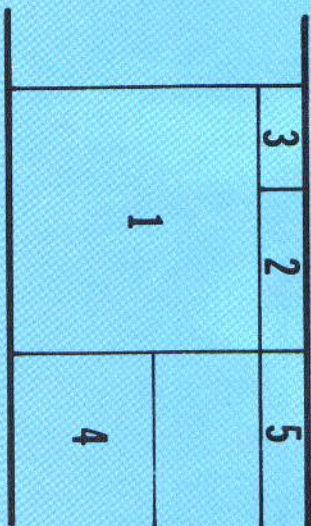
GM NOTE: Cut along lines and give props to players as indicated in text.

ST. GEORGES — 80 FOOT FISHING TRAWLER, REGIS- TERED OUT OF VALLETTA, MALTA.

FLOATING INTELLIGENCE GATHERING
STATION — ROYAL NAVAL INTELLI-
GENCE REGISTRATION NUMBER
RY706Z.

THE ST. GEORGES IS DESIGNATED A
WARNING STATION ALPHA AND IS
EQUIPPED WITH THE AUTOMATED TAR-
GETING AND ATTACK COMPUTER. THE
ATAC HAS INTERNAL ACCESS CODES
TO ACTIVATE RESOLUTION CLASS SUB-
MARINES TO NON-CONFIRMED FULLY
OPERATIONAL WARTIME STATUS AND
DESIGNATE DESTINATION COORDI-
NATES FOR POLARIS MISSILES.
COUNTDOWN TIME: 60 SECONDS.

- 1) COMMAND CABIN
- 2) SONAR/RADAR
- 3) RADIO
- 4) CAPTAIN'S CABIN
- 5) ATAC.



(4/20) CONTACTED BY M. LAST REPORTED POSITION OF ST. GEORGES HERE. HAVE OUTLINED SEARCH AREA. MOVED TRIANA TO AREA. USED DEPTH SOUNDER. NO LUCK, BOTTOM TOO IRREGULAR.

(4/21) ESTABLISHED KALANI OFF AGNI. WENT OUT IN NEPTUNE FOR FOUR HOURS, NO TRACE OF ST. GEORGES. NO RUSSIAN TRAWLERS, PUZZLING.

(4/22) SPENT DAY SEARCHING — NO LUCK. AT SUNSET SAW SHARKS AT COORDINATES ON CHART. WILL CHECK TOMORROW.

(4/23) EUREKA! DEPTH: (915) FEET. LARGE HOLE ON STARBOARD SIDE, EXPLOSION? NO SIGN OF OTHER DIVERS. WILL TAKE REBREATHES AND INVESTIGATE IN MORNING. RADIOED M. MOST HAPPY BUT TOO SECURITY CONSCIOUS.

DISARMING INSTRUCTIONS

MAIN DESTRUCT TIMER UNDER LEVEL RIGHT OF A.T.A.C. HOUSING DUALLED BY RING MAIN CIRCUIT THROUGH ANTI-HANDLING CHARGER.
TO BYPASS TREMBLER SWITCH CUT WIRES IN THE FOLLOWING PROCEDURE:

BLUE — RED — GREEN

DESIGN COMBINATION ONLY UNLOCKS SELF—DESTRUCT TIMER. SEQUENCE MAY BE RE-ENGAGED BY HAND.

REMOVE SECURITY COVER. UNLATCH DIRECT FEED CABLE TO MICROWAVE TRANSMITTER PORT. REMOVE ATAC BY SLIDING FREE OF COUPLERS AND LIFTING.

REMOVE SECURITY COVER. UNLATCH DIRECT FEED CABLE TO MICROWAVE TRANSMITTER PORT. REMOVE A.T.A.C. BY SLIDING FREE OF COUPLERS AND LIFTING.

GM NOTE: Cut along lines and give props to players as indicated in text.

GM NOTE: Cut along lines and hand props to players as indicated in text.



Lisl Von Schlaf Kristedes Road

Corfu — Monte Carlo — Los Angeles — Hong Kong

Dear Ari,

When are you coming back to Corfu? I miss you terribly. I hope Bibi isn't boring you too much, she is such a dear sweet little girl.

The usual crowd has come back again this year. They are so boring, but very wealthy. I have been to three parties this week alone... on three different yachts. The casino is my only source of excitement.

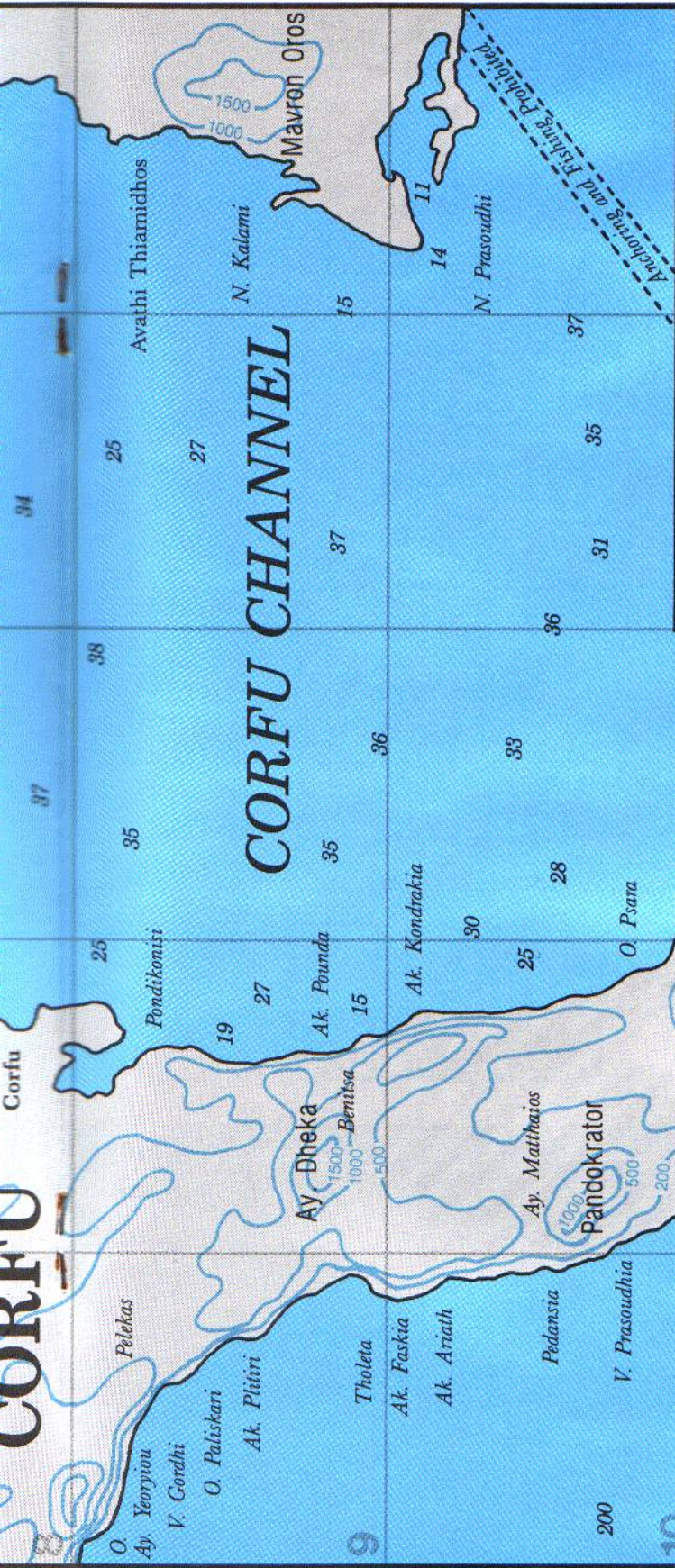
Yes, I know you would rather I did not hang around the casino, but I know so many people there, that I just cannot stay away.

Milas has been after me to end my relationship with you. He has been most insistent about this. I honestly don't understand why you two are such enemies.

I do wish you two would resolve whatever is wrong between you. You are both dear men and I would not like to have to choose between you.

Hurry back, I am lonely without you.

Love,
Lisl



Mediterranean/Ionian Sea

CORFU CHANNELS

INCLUDING COASTS OF GREECE AND ALBANIA

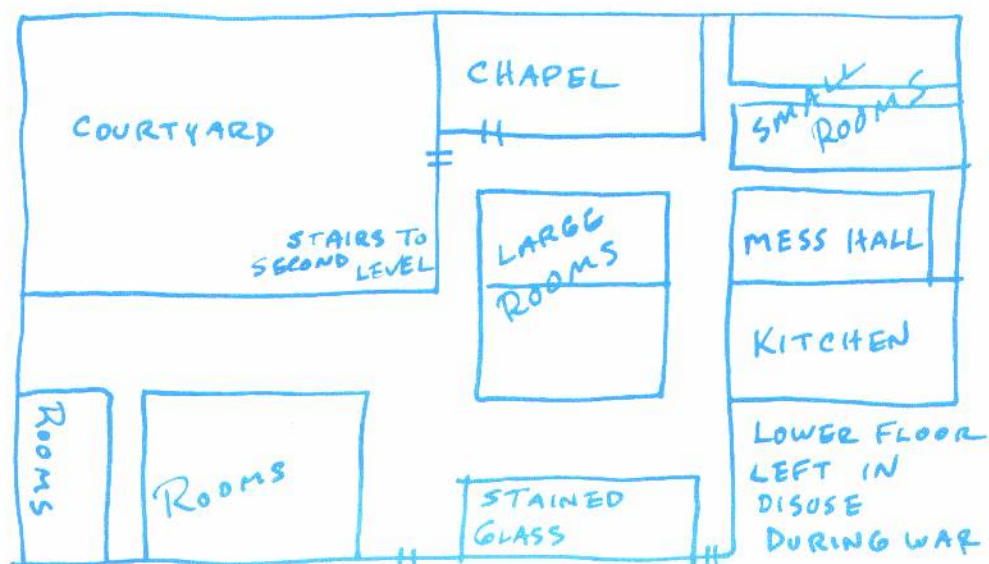
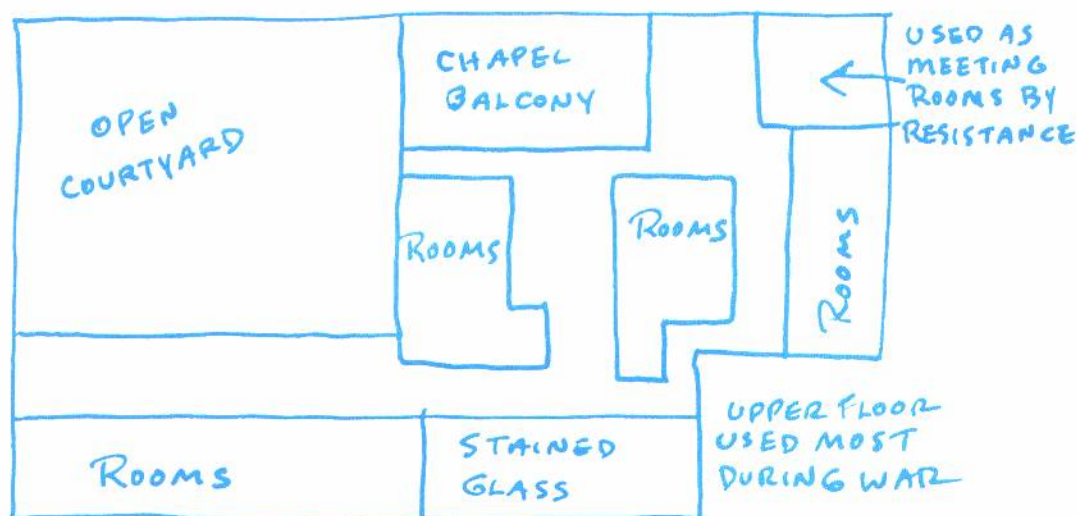
DEPTHS GIVEN IN FATHOMS
(Approximated for Mean Low-Water Spring Tide)

WARNING: DUE TO LACK OF UP TO DATE
INFORMATION REGARDING WATER
HAZARDS NEAR TO THE COAST OF
ALBANIA, MARINERS ARE ADVISED TO
EXERCISE EXTREME CAUTION WHEN
NAVIGATING THESE WATERS.

KILOMETERS



GM NOTE: Cut along lines and give props to players as indicated in text.



WORLDWIDE TELECOMMUNICATIONS

"We'll help you reach anyone in the world."

LISL,

DELAYING RETURN CORFU FOR A FEW DAYS STOP DON'T WORRY I AM PERFECTLY
"SAFE" STOP WILL SEE YOU WHEN I RETURN STOP TAKE CARE.

ARI

(4/20) 25, 11, 10, 16, 23, 25, 16, 1,

26, 24, 21, 9, 8, 23, 15, 16,

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(4/22) 15, 12, 1, 10, 16, 26, 23, 21, 15,

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25, 7, 23, 16, 15, 17, 10, 15, 1, 16, 15,

23, 19, 15, 4, 23, 14, 7, 15, 23, 16,

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11, 19,

(4/23) 26, 16, 13, 26, 6, 22, 25, 26, 11,

15, 3, (9/5) 1, 26, 26, 15, 7, 22,

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22, 13, 23, 10, 22, 13, 25, 14, 4,

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10, 9, 2, 9, 10, 14, 4, 2, 9, 10, 1,

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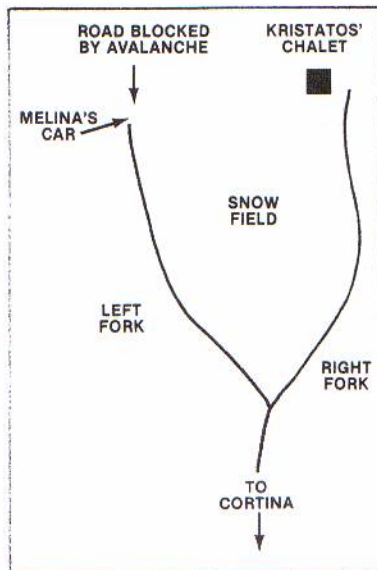
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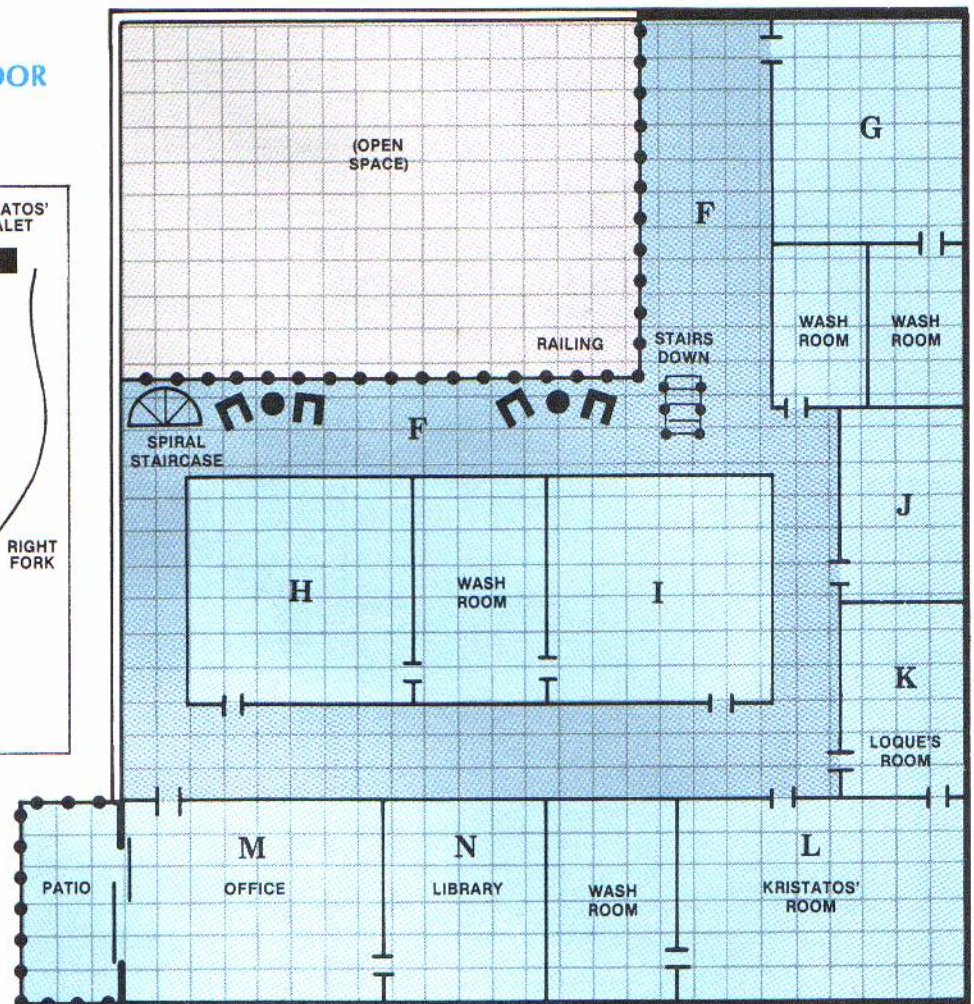
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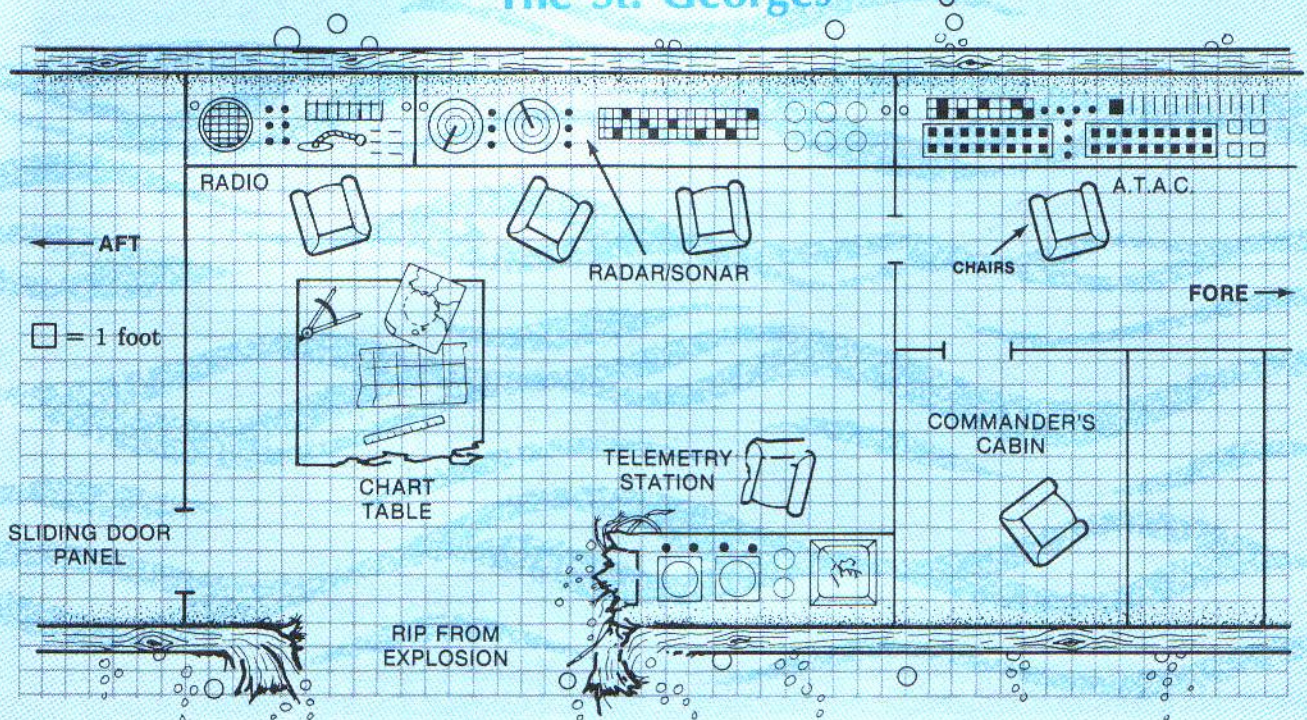
UPPER FLOOR



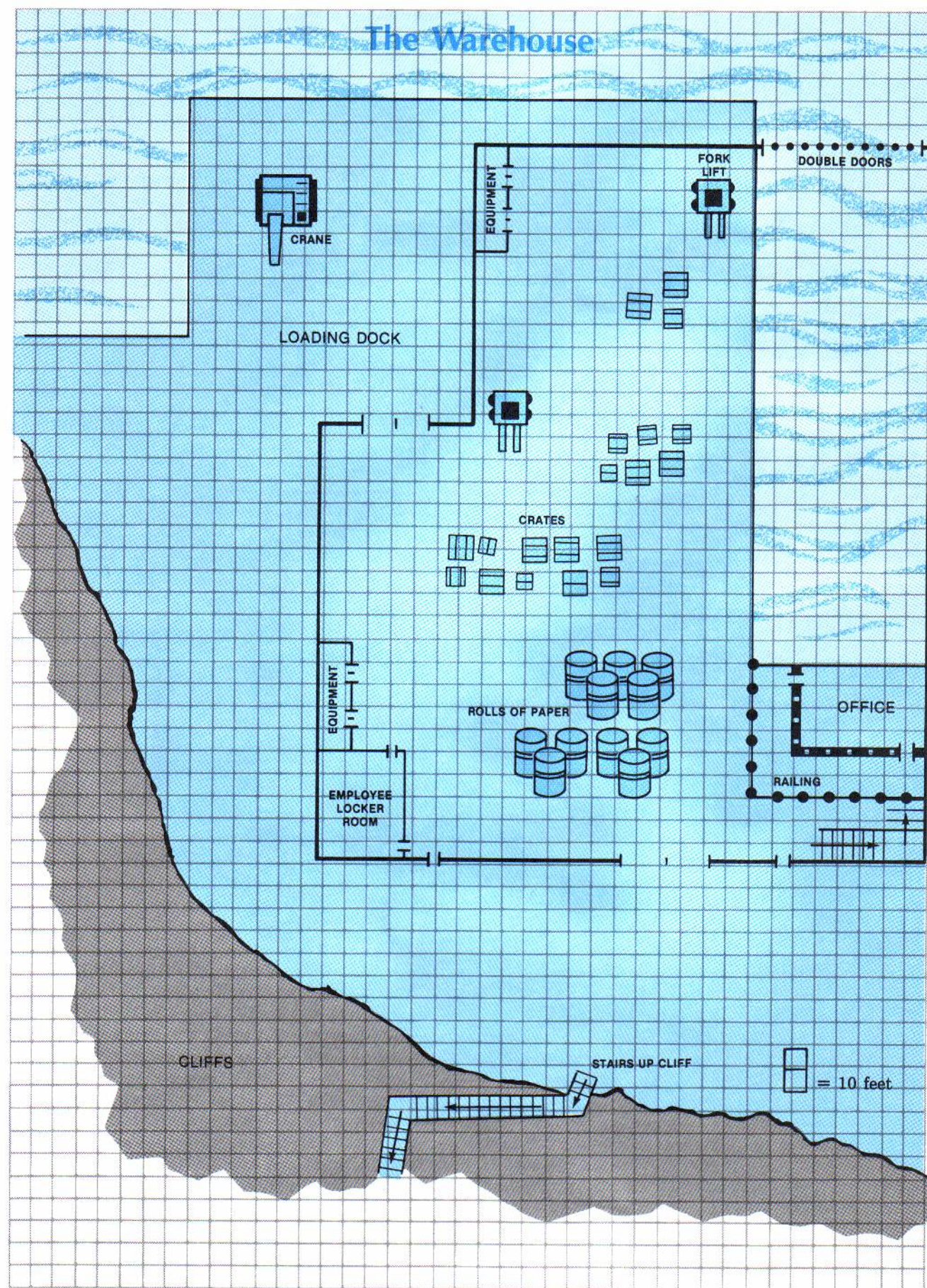
— = 5 feet



The St. Georges



The Warehouse





Since Kreigler and/or Kristatos' men will be Taking A Bead each time they fire, the characters can use the one round to try to escape and start a Chase. Every Chase maneuver can be attempted on skis, except a Double Back (it's difficult to ski uphill).

The chase can include hoods on skis and motorcycles (the Yamaha Seca 550s from above). The number of skiers and motorcyclists chasing the characters is up to you. A handy guideline, though, is that "00" agents should have at least two motorcyclists per character; Agents, one skier and one motorcycle; and Rookies, two skiers per character with two motorcycles overall.

Characters or NPCs who get a QR of 4 on any Safety roll have lost one ski pole. To retrieve it, they must stop for a round and pick up the pole. Any character or NPC who loses both poles incurs a -1 EFM on all Chase maneuver rolls. Once the poles are gone, the character will lose a ski on a QR 4, incurring an additional -2 EFM.

OBSTACLES

During each chase round, there is a 15% chance of encountering an obstacle. At the beginning of the round, the character gets a PER roll. If successful, the player is told about the obstacle and its EFM before the bidding takes place. If he fails the PER roll, the player is told of the obstacle after the bidding is over and the EFM is applied to the bid EF. Both parties in the chase must perform a Trick maneuver to avoid an obstacle and continue the chase.

Listed below are some of the obstacles that might be found during the ski chase. After each obstacle is the EFM

which is applied to the Trick maneuver roll. (If the character does not choose to attempt the Trick maneuver, he must instead drastically reduce his speed, and the range automatically becomes Close.)

For example: If the current bid is an EF of 5, and the characters must attempt to avoid the restaurant (which gives an -2 EFM) then they must perform a Trick maneuver at an EF of 3. If they fail in the maneuver, any damage is taken at the modified EF.

OBSTACLE	EASE FACTOR MODIFIER
Copse of trees	(0)
Copse of trees (ambush)	(0)
Restaurant	(-2)
Chalet	(-2)
Bob Sled Run	(Special, see below)
Ski Jump	(Special, see below)

Copse of Trees: The character and pursuers are about to pass through a copse of trees. Anyone failing the Safety Roll will incur damage a wound level greater than indicated on the chart. If there is no opponent at Close Range, the character can choose to leave one of his ski poles stretched between two trees along the ski trail. This places an additional -1 EFM to the Trick maneuver. The first pursuer to pass through the copse of trees after the character will be knocked off his skis and be out of the chase.

Copse of Trees (Ambush): Same as above. Except that on the other side of the copse is a motorcyclist or skier

with a ready weapon. Make a Draw roll. If the NPC wins the Draw, he will go first and fire at the character at Close Range. If the character wins, go to a new round or, if the player wishes, he can make a second Trick maneuver roll at the bid Ease Factor. If the Trick is successful, the character has spun around, knocking the gun out of the NPC's hand. The NPC will have to spend two rounds retrieving his weapon.

Restaurant: Directly ahead of the character is a chalet-style restaurant with outdoor terrace dining. A successful Trick maneuver means the character skied off the sloped roof, across a buffet table and past the restaurant.

Chalet: A chalet is ahead. A successful Trick means the character has skied off the roof and landed perfectly.

Ski Jump: The characters have reached a ski jump. They can perform a Quick Turn and join the crowd of skiers waiting at the base of the ski jump tower. Kristatos' men will begin searching the crowd.

The skiers will file into the elevator in the tower. At the top, they will, one by one, make the ski jump. If the characters go up in the elevator, they will be followed by Kristatos' men, if they were spotted, or be found there when the men eventually search the tower. Once cornered, the characters will have no choice but to jump.

One of Kristatos' men will join the character on the jump and try to Force him over the side. Kreigler will be waiting at the bottom to shoot the character as he comes off the jump. Kristatos' man should get at least two attempts to Force the character. If the range at the bottom of the jump is Close, the character can fool Kreigler into shooting at the hood by making a successful Trick maneuver (-2 EFM).

Bob Sled Run: This obstacle cannot be avoided. The character comes over a snow drift to find he is on a bob sled track. Just ahead of the character is the Swiss bob sled team. There is a 20% chance (or one Hero Point) per round that the character will find a suitable spot to jump off the run using a Trick maneuver. If the maneuver fails and the Safety roll succeeds, the character is still on the run. If the Safety roll fails, the character is sliding, out of control, on his back. He can still bid, but cannot do anything until he succeeds at a Trick maneuver and rights himself.

While on the run, all skiers will receive a -1 EFM because they are on ice, not snow. The motorcycles do not suffer from this penalty due to their spiked wheels. While the characters is on the bob sled run you may include minor obstacles like bridges. These have a -1 EFM and are treated as normal obstacles.

The chase will continue until all the hoods are eliminated or the characters are killed.

CORTINA FAREWELL

Kristatos will have his private plane ready to take himself and his people to Corfu. The plane will make an unscheduled stop at a private airfield near St. Cyril's. Kristatos and his people will continue by helicopter to the monastery.

The characters, with their only clue being Kristatos' destination of Corfu and the note from Lisl, should continue to that island. Ferrara will mention a feud between Kristatos and another smuggler on Corfu named Colombo, who is often seen with a beautiful blonde lady.

D. Corfu

Corfu (the name of both the island and the largest town) is the northernmost island along the western Greek coast, reaching up to the coast of Albania. Dense vegetation (everything from cactus to palm trees) covers the craggy terrain. The temperate climate and beautiful scenery attract tourists the year round.

Corfu town, on the east coast of the island, blends together centuries of architectural styles. Tall modern buildings have sprung up in the center of a town that is still flanked by forts built over four centuries ago. Within walking distance, visitors can pass quaint shops, street vendors, luxury hotels, casinos and the boat basin with everything from leaky rowboats to custom yachts.

During their stay in Corfu, the characters will meet Lisl and Colombo. If Melina has not been taken by Kristatos, the characters can use the *Triana* as a base of operations. Through Lisl and Colombo, they will find out that Kristatos' "safe house" is a deserted monastery called St. Cyril's and the location. The order of encounters and situations depends entirely on the characters' actions.

Mission Sheets: If the characters search Lisl's cottage, they will find the telegram from Kristatos (Mission Sheet 4). Give the players the hand drawn map of St. Cyril's (Mission Sheet 4) if the characters enlist Colombo's aid.

GATHERING INFORMATION

The characters can hunt down leads in Corfu by making inquiries of the citizens and any Shady Contacts they find. You may role play out any encounters with these contacts, or make a Local Customs roll (-1 EFM) to determine how much the characters find out about Colombo and Kristatos. The characters should definitely learn that Colombo is part owner of the Casino in Corfu; how much more information they learn is up to you. No one in Corfu knows exactly where Kristatos is, but the characters could learn the location of his warehouse, if you so wish.

If Melina was not taken by Kristatos, she will be aboard the *Triana*, anchored over the remains of an underwater temple, off the coast of Kanoni, about two miles south of Corfu.

If they ask her about Kristatos, she will tell them he is a shipper and is rumored to be involved in smuggling. He is known about town but she knows little else because she has been away at school and working. As to Colombo, Melina knows that he is of questionable character and owns an interest in the Casino.

THE CASINO

Colombo's casino/restaurant is one of the most popular nightspots in Corfu. Every night wealthy citizens and tourists flock to the roulette, baccarat and blackjack tables to try their luck and enjoy themselves.

The restaurant is decorated in Attica chic. Greek columns and arches adorn the restaurant and the vestibule. Hanging plants and grape vines soften the ambiance. The terrace dining area has an overhead trellis supported by Greek columns. Vines intertwine the trellis and circle the columns.

The gambling rooms, though, are done in plush carpets and textured wallpapers with chandeliers hanging everywhere. They look more like English drawing rooms.

As long as the characters go to the casino that evening, they will encounter Lisl and Colombo. How they approach the NPCs is up to the players' discretion.

Lisl will be in the company of Roland Carfax, known as Bunky to his friends, a distant cousin of the coal rich Carfax family in England. He is a sweaty fat man whose sole admirable feature is the size of his bankroll. Lisl is spending time with him simply because he is rich, generous with beautiful women, and an easy mark. She has been encouraging Carfax to gamble over his head, just as she has encouraged hundreds of other men before him. If she were not so elegant, Lisl would be known as "the house shill." In return for egging men on to losing large sums of money, Colombo rewards Lisl with expensive gifts and money.

You can arrange for a game of baccarat between the characters and Bunky. Lisl will show up eventually, and, if the characters are winning, will be intrigued with them (+3 EFM/Reaction Roll). Bunky has a bankroll of 10,000 pounds for the evening, so the characters may have to use some Hero Points to stay ahead.

MEETING COLOMBO

If the characters ask any of the casino or restaurant employees about meeting Colombo, they will be told that Mr. Colombo sees no one. If they ask the casino patrons about him, they will find that Colombo sees no one but known business associates or cheaters and people who cannot pay their debts; these last two types are not treated with any cordiality.

Colombo will make an appearance at the Casino later to meet Lisl for dinner. What happens if Lisl is with the characters is up to you, but keep in mind that Lisl will go with the money rather than love.

If the characters can manage to get a table near Colombo and Lisl they can make a PER roll (-1 EFM) to overhear the conversation. How much the characters

learn will depend on the QR of their roll, but the gist of the conversation revolves around Lisl's relationship with Kristatos. Colombo cares for Lisl and would like her to stop associating with Kristatos, since he is a dangerous villain. Lisl, while appreciative of the concern, is a little tired of hearing Colombo insult Kristatos. Kristatos has always been kind to her. She will get up and try to leave. Colombo will try to grab her hand to stop here. At this point the characters could intervene and get a chance to meet Colombo or start a Seduction with Lisl.

If the Seduction of Lisl is successful through to Witty Conversation, Lisl will suggest she and the character retire to her seaside house.

Note: *In the movie, Bond's table was bugged with a tape recorder in the base of the candle holder. Your players may be expecting this, but you may place the recorder there, especially if the characters are not taking any action to meet Colombo. Take note of anything the players, as characters, say to one another. If their conversation in any way indicates that they are against Kristatos, Colombo will arrange to meet them and see if they can become allies.*

LISL'S VILLA

There is a diagram of Lisl's beachfront home included in the adventure (page 15). Only the ground floor and the surrounding area are detailed.

The house is small but comfortable enough for its purpose as a hideaway. Lisl has a larger house in Athens, but this house is very personal and private to her. The Living Room is spacious with a semi-circular couch facing the fireplace on the north wall. The couch is very large and comfortable and strewn with large throw pillows. Lisl, when she is feeling very relaxed, will toss the pillows to the floor and lie back on them. The western portion of the Living Room is the Dining Area. On the north wall of the dining area are the stairs to the upper floor.

The southern wall of Lisl's Office is lined with bookshelves and there is a desk by the west wall facing into the room. Two straight back Louis Quinze chairs face the large desk. On the desk, just sticking out from under the blotter is Kristatos' telegram. If the characters do not search the house then they should get a PER roll to notice it when Lisl gives them a tour. Completing the first floor are the Bathroom and Kitchen. Lisl has no live-in maid or butler but a local woman comes in every day to cook meals and do general housekeeping. The bedrooms are upstairs.

On the ocean side of the house is a large terrace with a long bench along the railing on the north side and chaise lounges and folding chairs. There is also an outdoor table with umbrella and a barbecue.

The front door and sliding doors have ordinary locks on them (+1 EFM/Lockpicking). The house is surrounded by large dunes to the north and south and is set back about a quarter of a mile from the road.

At the villa, Lisl will have oysters and champagne in the refrigerator for a midnight snack. As the evening progresses, the character should have ample opportunity to get information from Lisl. Lisl has never been cautioned



to be quiet by Kristatos. He tells her nothing of what he really does.

Lisl thinks that Kristatos is on the verge of making a big deal, having to do with oil under the Mediterranean, since he has recently brought or leased mini-sub and diving equipment. She knows that Kristatos is not in Corfu, since they were supposed to meet that night but Kristatos sent a telegram saying he would be delayed a few days. She is not sure where he is, but does know that Kristatos often takes trips to his "secret hiding place" where no one can find him.

If asked about Colombo, she will explain that "Milos is a dear man, but so vehement on the subject of Ari." Colombo does not give her many presents but his "genuine concern touches a chord" in her heart. She is afraid that she will soon have to make a choice between the two.

VILLA VIOLENCE

You may try to recreate the chase on the beach from the movie, where Loque and his men tried to run down Bond and Lisl as they took an early morning stroll along the shore, but players familiar with the movie may be too wary. However, sometime during their stay with Lisl, the characters will be attacked.

Exactly who attacks the characters depends on what has happened in the adventure. It could be Loque and his men trying to eliminate pesky characters or to silence Lisl; or it could be Colombo's men who think the characters are a threat to Lisl.

The number of attackers is up to you, but there should be at least two men for each character. The attackers will be using dune buggies. The passengers will be armed with Ingram M11 submachineguns (Uzis if you do not have the *Q Manual*), while the drivers have Luger Parabellums. If the attackers are Loque's men, they will be trying to kill the characters. If they are Colombo's men, they will be trying to capture the characters.

If you feel your players remember the movie and will not be caught off guard on the beach, the attack can happen while the character and Lisl are in the living room.

The attackers will crash dune buggies into the living room through the large sliding glass doors. Anyone in the living room will have to make a DEX roll to avoid

flying glass. On a Failure, the character takes a Medium Wound; on a QR of 4, he takes a Light Wound; on a QR of 3, a Stun (as in Hand-to-Hand Combat). On a QR of 2 or 1 they have managed to dodge the glass completely. Characters can shield Lisl by incurring a -2 EFM to their DEX roll.

If you decide to have the character and Lisl ambushed on the beach the next morning, the dune buggies will burst out from behind a sand dune and descend on the beachwalkers. Lisl will panic and try to break away from the character and run back to the house. She will be an easy target and almost guaranteed to die.

The attributes for the dune buggies are:

PM	RED	CRUS	MAX	RGE	FCE	STR
0	4	40	65	190	2	4

If Melina is at the beach, Loque will recognize her and order his men to capture her alive to take her to St. Cyril's.

Note: *If Melina is not being used as a Player Character, she will not go to the beach and will be kidnapped from the Triana. While Melina does not have to be kidnapped to make the characters go to St. Cyril's (they have to go there to get the notes and charts), it will force the characters to break in quietly so she will not be endangered.*

COLOMBO'S CONSOLATION

Colombo will hear of the attempt on Lisl and will be sure who is behind it. He will be amenable to any plan the characters have to get Kristatos.

Colombo knows that Kristatos "secret hiding place" is the monastery of St. Cyril and he will draw a map of the place. Since it is on the mainland, he will provide his Texas Bell Ranger to take them within assault range. He will tell them about the problems regarding assaulting the monastery (see **E. St. Cyril's — STORMING THE MONASTERY**). He will even lead the characters to it and help them assault it if they ask and you decide the characters need the extra help. However, he wants a guarantee that Kristatos will die slowly and painfully for his treachery.

E. St. Cyril's

At St. Cyril's, Kristatos is having Havelock's notes deciphered. As a safety precaution he has had a copy of the notes and charts made and sent to his warehouse headquarters. Melina is staunchly refusing to give up the code's key. She is currently being tortured to be made to talk. The characters will have to rescue Melina and the charts and notes.

There are two hours left until Melina cracks and gives the information. Once she gives the information, Kristatos, Kreigler, Bibi, Jacoba and a few men will take off in the helicopter for Kristatos' ship. While in flight, he will radio the coordinates of the sunken *St. Georges* to his men. By the time he reaches his ship, the ATAC should be on board.

Whether the characters get to the top in time will depend on how long the climb up the cliff face takes. If the player remains complacent with QRs of 3 and 4 then they will arrive after Kristatos has left with the decoded notes. They will then have to rescue Melina but will have little chance of beating Kristatos to the ATAC.

Paraphrase the above information, leaving out the exact time limit, to instill in the players a sense of urgency.

Mission Sheets: If the characters rescue the notes, give them the note book pages (Mission Sheet 5) and the ocean charts (Mission Sheet 3).

THE MONASTERY

On the plains of Thessaly, where the river Pinios emerges from the deep canyons of the Pindus mountains, there is a geological anomaly of 24 near vertical rock outcroppings that soar for hundreds of feet above the plain. More than 600 years ago, Byzantine monks, attracted by the natural isolation, built a number of monasteries on these peaks. There are only a few monasteries still in use, the rest have fallen into disrepair or have been taken over. St Cyril's is one of the latter.

During World War II, the resistance used the monastery as headquarters. Kristatos, who had been a young member of the resistance, remembered the site when he needed a place to hide his contraband and to house "guests". He moved in and with a few luxuries to make it comfortable; he has used it ever since.

To get to St. Cyril's, the characters will have to fly from Corfu to Trikala (about 100 miles) and then drive north about 15 miles from Trikala. If they have enlisted Colombo's help, he will be able to provide them with transportation.

STORMING THE MONASTERY

There are four ways into the monastery.

The easiest is up the long path, consisting of natural slopes and steps cut into the rock face of the north side of the rock outcropping. The journey takes two hours, and even the most casual observer in the monastery will

sight any approaching person and the guards on duty are anything but casual.

One can fly in by helicopter, landing on the smooth rock outcropping. Again, there is no way anyone approaching will not be seen by a guard.

Many visitors use the basket elevator. A large woven basket gondola is lowered from the monastery's winch shed. The problem is that the controls are in the winch shed and can only be operated by someone already in the monastery. (See *A STROLL IN THE MONASTERY*, below, for details on the basket's operation.)

The fourth way, and the only way to make an approach without being seen, is to climb the southwest cliff face. This is not heavily guarded since it is considered nearly impossible to climb. Only a daring secret agent would even consider climbing it.

UPWARD AND ONWARD

The climb requires a complete set of climbing gear. This includes ropes, swami swings and Swiss saddles (rope loops and leather swings), pitons and hammer, chocks and nuts (expandable devices to anchor in cracks), carabiners (slide hooks) and klettershoes (smooth-soled climbing shoes). Any character climbing without this equipment should suffer a -7 EFM above and beyond all the modifiers listed below for the climb. Also, any character who tries to climb carrying any weapon larger than a handgun should receive an additional -3 EFM).

Note: *There are no stores on Corfu that sell such gear. It can be gotten in twelve hours from the Station House in Athens (but by then Melina will have told the key to the code and Kristatos will be on his way to recover the ATAC). Colombo's man, Karageorge, though, has such equipment. He is a climber, but is not fool enough to try to climb the plug unless you think that there is no Player Character who can even attempt the climb.*

The volcanic plug's wall is smoothly vertical with only the most minor of cracks and crevices for handholds and pitons. The overall height of the plug is only a little over 650 feet. However the climbing distance is considered to be 800 due to having to traverse the overhang. This overhang, which comprises the last 200 feet of the climb, is very difficult since the climber is literally hanging from a near horizontal overhang.

You should keep track of how long it takes for the character to climb the side of the plug. Melina will break down and tell the key to the code in a little more than two hours after the character starts up the plug. This means that all the Mountaineering rolls must average a QR 3 or better for the character to reach the top in time, a QR of 2 if the character is being careful (see the Mountaineering rules on page 26 of the basic game book).

The climb will take four Mountaineering rolls, each with its own EFM. An explanation for the increasing difficulty is provided in case obstinate players demand an explanation.

The First Leg (EFM: 0) — This is fairly simple since there is a bit of a grade here.

The Second Leg (EFM: -1) — The climb gets a bit difficult here. The walls are nearly perpendicular to the ground, but there are a number of handholds.

The Third Leg (EFM: -3) — Handholds are becoming scarce. The rocks are smoother from being windworn and there are patches of wet rock which makes for slippery going.

The Fourth Leg (EFM: -5) — Making your way along the bottom of the overhang is the most strenuous part of the climb. The climb must be made almost on a diagonal, corkscrewing towards the top.

To keep from making noise, the climbing character must make a Stealth roll for each Mountaineering roll when they are 400 feet from the top (the last two rolls). The EFMs listed above apply to the Stealth rolls as well as the Mountaineering rolls. On any Failure of the Stealth roll, Apostis, Kristatos man on guard duty, has heard the character. On a QR of 4, Apostis gets a Perception roll as per the Stealth rules (basic game book, page 41).

Apostis will not raise an alarm, preferring instead to handle the intruder himself. He will get a rope and anchor it to the monastery. He will then tread out onto the slope of the outcropping until he is almost hanging over the edge. He will then lie in wait behind a rock waiting for the character to come over the side. The character is considered over the rise when he completes the final leg of the climb. If the character made enough noise to alert Apostis, give the character a PER roll to see if he is surprised and go into Hand-to-Hand combat.

Apostis will attempt to kick the character back over the side. If he is successful in a Trip or the character fails a Pain Resistance roll or is stunned, then the character falls back over the cliff and is dangling from the end of the rope. To get back to the top quickly, the character must make a Prussik Knot using some convenient short piece of rope or twine (like shoelaces). To ascend using the Prussik Knot, the character must make a Mountaineering roll with a special Base Time of 10 minutes. Apostis will be able to knock out a piton every five minutes. If four pitons are knocked out the character plummets to his death.

So the character must roll at least a QR of 3 to reach the top before Apostis starts knocking at the last piton. If the QR is better, the character can reach him before he gets to the fourth one.

The character can fight back using any hand weapon he has. (A gunshot, though, will alert the entire monastery to the character's presence.) A piton can be used Hand-to-Hand or thrown like a knife (PM: -2, DC: +1).

A STROLL IN THE MONASTERY

Once a character has made the climb, it is a simple matter to get the rest up using the basket elevator. The raising or lowering of the basket takes five minutes. The basket holds a maximum of four people, comfortably. The winch can lift 600 pounds at a time, any more than that and the winch burns out.

During each round trip made by the basket there is a 70% chance of a guard strolling by. The character should get a PER roll to hear the guard approach and shut off the winch. The guard should get a PER roll at an EF equal to the character's QR to hear the machinery or notice the basket moving. If the character's PER roll is a Failure the guard will automatically notice and investigate. It is up to you whether the characters in the basket can get a shot (crossbow or pistol) off at the guard. If the guard is eliminated, there is no other guard who will stroll by.

THE MONASTERY

Most of the ground floor is not used and rooms are covered with dust and in some cases the original furniture has been left to mold and decay. There are exposed wires along the tops of the walls throughout the monastery. Along these wires at about twenty foot intervals are lights which make it safer to walk about at night. These go from the generator (Room T) and supply power throughout. Kristatos has updated the plumbing to something like running water through the use of cisterns.

Area A is the Greeting chamber where the monks greeted important visitors. Next to this chamber are storage bins (B) where the monks kept their supplies. The large open courtyard was used by the monks for meditative walks in fresh air. From the courtyard (C) are two staircases going up to the balcony around the perimeter of the courtyard.

The two-story chapel (Room D) has been cleared of all altars and pews and turned into Bibi's exercise room with trampolines, parallel bars, exercise mats, ropes to the ceiling, and free weights. Bibi and Jacoba spend a good deal of their day here keeping the young skater in excellent shape. Unfortunately, Bibi is really bored with all the isolation and is constantly whining while exercising. Bibi's locker room is the reconverted sacristy off the chapel (E). In here is a rubdown table, a shower and a portable sauna in a corner.

The rooms marked F are not being used by Kristatos. These are small windowless cells where novices, centuries ago, were locked in for long periods of contemplation. They would speak to no one and their sparse meals would be shoved through a small slot in the door. If the characters are captured, these rooms can be used as cells with a stout board across the outside.

Rooms G through M are used by Kristatos' men for gambling and parties. If things are going too easy the characters can have such encounters in these rooms.

Room G was the Scribing room where the ancient monks would prepare their scrolls. Some of the ancient high desks are still intact. Room H was the scroll storage room. All the scrolls have disintegrated or been burned over the centuries. Room I was the study room where the monks or visitors would pore over the scrolls.

Rooms J, K, and L were the tannery, the carpentry shop, and the tailor shop, respectively. The equipment in these rooms is now broken and rotted and tossed into corners.

Room **M** is the Refectory where senior monks would go to gaze at the stained glass window art while dining. Kristatos has forbidden his men to harm the stained glass and he often comes here to sit on the main floor or the balcony and admire the handiwork and skill that went into the making of the window.

Room **N** was and is the meal room, used by Kristatos' men. Kristatos and his personal guests dine separately in the Meeting Room upstairs. The Kitchen's (**O**) large stone ovens and cooking spits lie unused since Kristatos moved in modern electrical appliances. Room **P** is the pantry where stores are kept.

Rooms **Q** and **R** are for storage. In room **Q** the monks kept brooms, material, some wood, and supplies needed to keep up the interior of the monastery. Room **R** held the equipment for the outdoor garden (**S**). The long untended garden is now an overgrown mass of weeds.

Room **T** houses the generator. Characters passing through the nearby hall should get a PER roll (+1 EFM) to hear its hum. Characters passing by the outer wall should also get a PER roll (-3 EFM) to hear the hum. Turning off the generator during the day will do little more than alert Kristatos to the presence of intruders. At night the monastery will go dark until Kristatos and his men get flashlights, candles and torches lit.

The only way to the monastery other than the long path is the basket elevator in room **U**. If the generator is destroyed or broken there is no power to the basket.

On the second floor, room **V** is a lookout post commanding an excellent view of the path coming up to the monastery. Kristatos will always have a guard here, he will be armed with an Uzi (an AK-47 if you own the *Q Manual*).

Area **W** is the chapel balcony. Often Kristatos will come here to watch Bibi work out. The pews have been removed but a few straight-back chairs are provided.

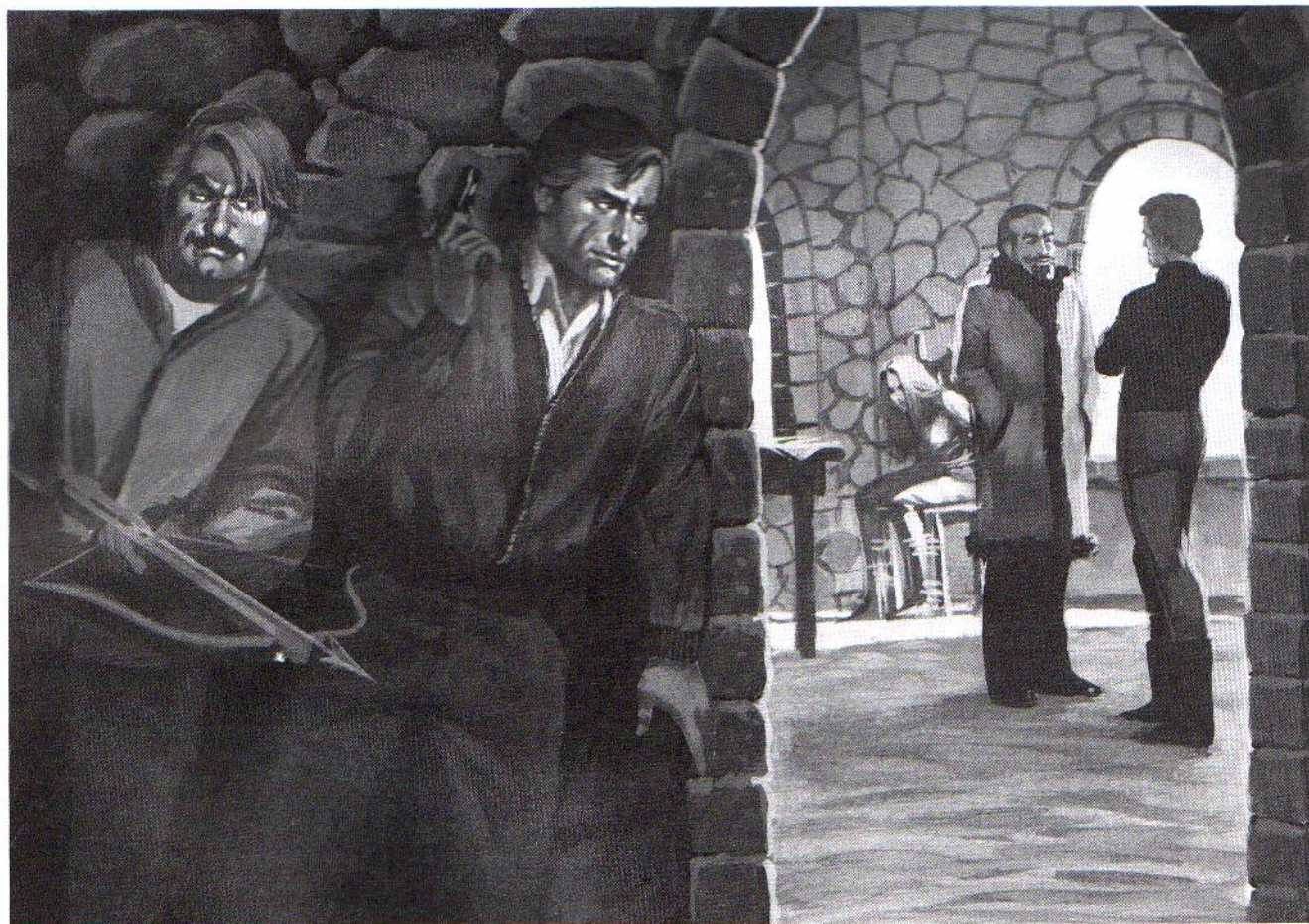
The rooms marked **X** were where the initiate monks stayed and are now unused. Area **Y** is the balcony of the Refectory.

Kristatos men stay in dorm fashion in the rooms marked **Z**. The large and small room are separated by an opaque curtain. Guards sleep and rest in either room. If the characters burst into the larger room and surprise the guards, at least three guards will burst out of the smaller room to try and surprise them. Observant characters should split their forces and try to take both rooms at once.

Room **AA** is currently empty. Room **BB** is filled with the remains of the beds and furniture that once filled this floor. Also here are empty crates and boxes for the furniture currently here. Kristatos holds onto them in case he has to pack up and move.

Room **CC** is a small closet holding household supplies. There are brooms, mops, pails and cleaners in here.

Bibi is staying in room **DD**, which has an adjoining dressing room/bath. Kreigler is staying in room **EE** right



next door. This delights Bibi except that Kreigler keeps his door locked and Kristatos has a guard posted in the hall at night to “make sure Kreigler does not sneak into Bibi’s room.” So far the guard has only seen Bibi try to sneak into Kreigler’s room, but has not reported this to Kristatos.

Jacoba is in Room **FF**. Loque is staying in **GG** right next to Kristatos room (**HH**). During the day, Kristatos spends a lot of time in the Meeting Room (**II**). This is his office in the monastery and where he will be having Melina tortured if the characters arrive during the day.

For every 50 feet traversed, there is a 50% chance of encountering guards (number up to you) walking through the monastery. Kristatos has at least 15 henchmen with him at the monastery.

RESCUE ATTEMPT

Note: *The following description assumes that Melina has been kidnapped as outlined in the Corfu Section. If Melina is with the characters then Kristatos, Kreigler and the cryptographer are in this room and the characters will have to get the charts and notes away from them.*

If the characters are quiet, no unsilenced weapons are fired, and no guard has time to raise an alarm, they should be able to make their way to Room **II** with a minimum of fuss (as in the movie). If, though, shots are fired, the entire monastery will know they are there and a major battle will ensue (see **MONASTERY ASSAULT**, below).

If the characters sneak up up to the room where Melina is being tortured, they will find Kreigler is administering the pain while Kristatos and some guards stand by. (The number of guards is up to you depending on the number of rescuers.)

On the table in front of Melina are her father’s notes and charts. Melina should be very close to breaking when the characters first locate this room. You may even have her yelling “All right! All right! I’ll tell you what you want to know!” to get the urgency of the situation across to the players.

The rescue can be played out using the standard rules of the *James Bond 007* basic game, but two things should be noted:

First, Kreigler will use every improvisational weapon at his disposal, including ripping the marble planters out of the wall to throw at the characters.

Second, Kristatos will grab some notes from the table, but leave the charts and notebook, and get out of the room through the door and rush to get Jacoba and Bibi and get to the helicopter. If he cannot get through the door, he will go out a window (it is only a ten foot drop to the ground below) and then try to get to Bibi. In short, Kristatos will try to get away and avoid any sort of confrontation, even if he has to run down the trail. He will use Bibi and Jacoba as hostages. If he is blocked from getting out of the room, he will take Melina as hostage until he gets to the helicopter.

Note: *If Kreigler dies, Jacoba will inform Kristatos that she is a KGB agent. She will take possession of the ATAC*

after Kristatos has recovered it. She will insist that Bibi not be informed of her status.

If Kristatos gets away, he will fly back to Corfu. With the clues provided by Melina about her father’s code, Kristatos will be able to decipher the code fairly quickly.

MONASTERY ASSAULT

Once the battle has started, you can play it out by making a larger version of the floorplan for the map and using the *James Bond Assault!* game rules, role-playing out the entire battle, or abstracting it as described below.

Since the important points of any major battle in a James Bond movie are the action scenes involving Bond, you can resolve the battle by playing out some personal battles involving the characters. If the characters win, their side wins; if they lose, their side loses. The following rules for assaulting the monastery do not require the players to pick a direction; it is assumed that the characters are rushing through a gauntlet of ambushes and traps in their search for Melina.

If you decide to let the players pick the route the characters take, then you may wish to pick the encounter the characters have, basing on where they are in the monastery.

Roll a D6, modifying the result for the highest Ranked character involved (–2 for Rookies, 0 for Agents, +2 for “00”s) to determine how many encounters the characters will have. Then roll a D6, using the same modifiers for Rank, to determine which encounters occur. You may just choose the encounters, if you wish.

Encounters

- Doorway next to character swings open:** Determine surprise. As the character heads down a hallway, a door crashes open as guards pour out. The guards should be as well-equipped as the characters (i.e. if the characters have automatic weapons so do the guards. If the characters have no weapons, the guards will attack Hand-to-Hand).
- Guard opens fire with automatic weapon:** Determine surprise. If the guard misses the character, the bullets cause a weak wall to collapse, bringing down part of the ceiling. The character must make a DEX roll or be trapped under the rubble until he (or another character) can make a STR roll (–1 EFM). It requires one round to remove the rubble during which the character can take no other action.
- Fight on balcony in Refectory:** The character, either through his own search or by being forced by gunfire, winds up on the Reflectory balcony. Either Fire or Hand-to-Hand Combat will ensue. An opponent can be sent over the balcony railing by a successful Trip. The victim gets a DEX roll equal to the QR of the Trip to grab the railing and save himself from the plunge. The victim’s grip can be broken if a Hand-to-Hand attack is made that results in damage greater than a Stun.
- Fight in chapel:** As above, the battle has brought the character to Bibi’s exercise area. Any Hand-to-Hand Combat in here can involve the characters and NPCs bouncing on the trampoline, swinging from the parallel bars, or using the free weights as clubs or thrown weapons (PM: 0, DC: +1). Anyone getting up the ropes can swing over to the balcony. This battle could also involve Bibi and/or Jacoba being used as hostages or rescued.
- Kitchen fight:** As above, the battle has brought character to the kitchen. Any Hand-to-Hand Combat in here can involve the characters and NPCs using kitchen utensils (pots, pans, knives, and the like).
- Fight on overhang:** As above, the battle has forced the charac-

ter out onto the overhang that runs around the north side of St. Cyril's. The ledge is only wide enough for one person, so a character can only be attacked by a maximum of two guards (one on each side). During a Hand-to-Hand Combat the disputants must hold onto the rock wall (reduce the number of attacks in half, round up), or make a DEX roll (-2 EFM) each round. Otherwise, they fall off and fall the 600 feet to the ground below. Any stunned character or NPC can be automatically pushed off the overhang.

- 7) **Guard lobbing grenade:** Determine surprise. On the upper floor, an over-eager guard lobbs a grenade at the characters. The force of the explosion will damage the walls and flooring. You should decide whether the walls collapse (see Encounter 2, above) or collapses the floor under the character. The character must drop his weapon and make a DEX roll (-1 EFM) to grab the edge of the floor or fall to the lower floor. (If the character falls to the floor below, increase the number of Encounters by 1.)

If the characters survive all the above encounters, they will have reached Room II where Melina is being held. If the battle has been raging, only Kreigler will be there with guards of your choosing. Kristatos will have made his way out of the monastery with Melina's notes, tried to find Bibi, and escaped.

MELINA

Melina will be unconscious with a Medium Wound from the torture. Anyone giving her First Aid will decrease the Wound Level to Light and will also know that she needs to rest. She can be carried down the path on a stretcher but should be allowed to sleep. If Melina is forced to awaken, she will incur another Medium Wound.

If the charts and notes were recovered, the players can try to decipher the code. If they are successful, they should be awarded bonus experience points. Otherwise, they can roll against their characters' Cryptography skill to decode the charts. (See Code Key Mission Sheet for the key to Havelock's notes.)

If the players own efforts and the Cryptography rolls fail then they will have to wait for Melina to regain consciousness in a few hours. Once awake, Melina will give the characters the key to the code and warn them that it will not take Kristatos long to figure out the code.

F. The St. Georges

Once they have broken the code, the characters should head immediately for the *St. Georges*. There are no Mission Sheets for this section.

GETTING THERE

Getting to the *St. Georges* should be no trouble for the characters. They can take the Neptune from the *Triana*. (See below for details of the Neptune). What exactly will be going on at the *St. Georges* will depend on how long you decide it took them to get there.

If the characters have been quick about getting to the wreck, then Kristatos' men will not be there yet. The JIM diver will arrive as the characters start to leave the wreck.

If they delayed, the JIM diver will be waiting inside the command cabin for the characters to remove the ATAC so he can steal it.

Note: If the disarming instruction card was taken from the characters then the JIM diver will not wait for the characters to remove the ATAC. He will remove it himself and the characters may meet with him as he is on the way out.

If you think they are significantly late then the entire ATAC assembly, including the thermite charge, has been removed by the JIM diver who is being towed away by the Mantis. If the disarming instruction card was stolen from the characters then the JIM diver will only have the ATAC, not the thermite charge.

Note: If the characters decide to try to move the *Triana* over the site of the *St. Georges*, the time it takes to haul up the anchor, unhook the lines to the equipment to the underwater temple, and the like, will make the characters significantly late.

If in your opinion they have wasted a lot of time, the ATAC can already be on board the *Santamara* on its way to Kristatos' warehouse. The characters will have to catch up with it and steal it back.

The fastest way for the characters to reach the *St. Georges* is to use the Neptune, which takes about 30 minutes. The Neptune holds a maximum of three people;



any more and the oxygen is used up too quickly. If more than two characters wish to go on the salvage, then three could get into the rebreathers and clip themselves to the Neptune.

The more characters there are, the better armed will be the JIM diver (see below).

THE ST. GEORGES

Only the ATAC command deck of the *St. Georges* is detailed on page 17 because that deck is easily accessible through the hole left by the mine explosion. If the characters try to descend from the main deck you will have to improvise the descriptions. The characters may have some trouble getting through hatches with their rebreathers on. The JIM diver could never use this route since the JIM cannot fit through the hatches.

The command deck is usually entered through a secret sliding panel. The visitor enters a hatch that appears to go into a small storeroom. After closing the hatch the visitor places an identification card into a slot and the cubicle is moved sideways to the aft hatch to the command deck.

It is a grisly sight. The crew went down with the ship. Most of the command deck personnel are still there, bobbing slightly in the salty water. Some of them are not all there since sharks have been dining lately.

The command deck is not very large but the walls are crammed with the latest electronic equipment. On the aft port bulkhead is the radio set up. This radio, when it was functioning, could reach any point around the world in every known frequency (and a few unknown). Further forward is the Sonar/Radar station with both short range and long range monitors. In the center of the deck is a light-up chart table for both navigating the ship and checking on the trajectory of missiles. Forward of this cabin is the command cabin where the ATAC is held and where the commander's office is.

On what used to be the starboard bulkhead were the update computers. This rack of computers was set to receive radio and television messages and news from public and private sources from around the world.

THE ATAC

Whether the characters have the deck plans or not, it will not be difficult to find the ATAC. On the panel above it is the acronym A.T.A.C. While the panel and instruments are impressive, the ATAC itself is little more than a keyboard with a small L.E.D. display on the top. This is the brain of the ATAC. The codes and information is stored in its microchips. The rest of the control panel is a sophisticated but common microwave transmitter.

To the right as you face the ATAC is the thermite charge and timer. The timer is already set for 30 seconds, and can be started by throwing the main switch above it. Once it is removed, the timer can be started by throwing a small switch on its side. The thermite charge is Area Damage J underwater, Area Damage I on the surface. The force of the water increases the damage from explosions.

The timer and charge assembly is magnetic and can be attached to the bulkhead of the *St. Georges* or on parts of the JIM. The 30 second time limit was chosen to represent six rounds of Combat or Chase of five seconds each. If you are using shorter rounds then change the time so the charge will go off in six rounds.

The ATAC and charge are set in a one piece panel of anodized aluminum. The average time for removing the ATAC is about four minutes. This assumes that the instructions are followed perfectly and care is taken. In this case, there is no roll necessary for safely removing the ATAC.

This panel can be removed with an underwater oxy-acetylene torch but it must be done carefully and slowly. Without the instructions, this is the safest way to remove the ATAC so the entire unit can be transported elsewhere for closer scrutiny.

To remove the ATAC without having the instructions takes three rolls. A successful Electronics roll (-1 EFM) will remove the casing for the charge. A Demolitions roll (-2 EFM) is needed to deactivate the charge. Finally, another Electronics roll (-2 EFM) removes the ATAC itself. The Base Times listed in the *James Bond 007* basic game apply to all these rolls.

Note: *If the characters have lost the instruction card, the players can, if they want, try to work from memory. Have the players tell you what they are doing and compare it with the instructions on the card. If they make a mistake somewhere they should get a roll on the appropriate skill (-4 EFM) to correct their mistake immediately or blow up. If they get it right, the removal takes around fifteen minutes.*

THE REBREATHES

For combat purposes, the rebreather gives the character an overall armor Level of I. For anyone who is improvising front and rear rules, the rebreather will only provide this protection from the rear and to the head. (The scene in the movie where the rebreather takes the brunt of the explosion from the *St. Georges* is accurate.)

The rebreathers do not have any offensive or defensive capabilities beyond the armoring. Since the weight of the rebreather combined with the depth pressure of the water makes swimming impossible, the divers must walk across the bottom or make very small leaps. Radio communication is possible between the Neptune and all the people wearing the rebreathers. The air supply of the rebreather cannot be shared by taking a breath and holding it while handing the helmet to a companion. It is much too complicated to take off and put on.

THE JIM FIGHT

The JIM diver is to be feared underwater. The magnesium aluminum alloy diving suit gives him Level II armor protection and a comparative STR of 15 doing Damage Class C. Taking into account all the modifiers for the JIM suit, the speed for the diver is 1. Its Attributes are:

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

The diver may make any kind of attack. In the case of a Restrain the victim has an additional -2 EFM to a Release due to the mechanical nature of the hold.

The largest hurdle in attacking the JIM is the fact that Hand-to-Hand Combat is virtually ineffective against it. The characters would have to smash through the armor to attack the diver. Even if the JIM is Tripped into a prone position it will only take the standard one round to Rise.

If there are more than two characters present, you can increase the danger from the JIM by utilizing the retractable knives that are on each manipulator (arm) of the JIM (PM: 0, DC: +1).

The JIM may have, at your discretion, four compressed gas harpoon guns attached to the manipulators. The spearguns are controlled by the operator using his Diving skill. The Attributes for each speargun are:

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

The one advantage the characters may have over the JIM diver is that they retain their Speed values. The JIM diver will attempt to engage the characters inside the *St. Georges* since they will then always be within combat range. It also negates the use of the Neptune by the characters to smash into him.

There are three ways to defeat the JIM:

- 1) The JIM cannot stay submerged if its lead weights are removed. Without the weights, the JIM will slowly rise to the surface with no way for the operator to re-submerge. To remove the weights the character will have to make two successful Disarm attacks. If this is done inside the *St. Georges*, then the JIM will only rise to the ceiling from where the operator can still attack and pull himself along. Once outside, though, he will rise slowly to the surface.
- 2) Any character with a Diving skill gets a roll to know that there is a small air tube on the back of the JIM. Any character who does a Specific Blow to rip this tube, and gets a QR of 2 or better, has severed the tube. (If the attack is done with a knife, any success severs the tube.) The JIM will have no more interest in fighting since he will be trying to get to the surface before he drowns. If the characters try this once and fail the JIM diver will lie on his back so that area is not vulnerable and will begin using his spearguns.
- 3) The characters can attach the thermite charge to the JIM after starting the timer and then get away. Six rounds later the charge goes off.

If there are characters left in the Neptune, it can be used to ram the JIM.

THE PREYING MANTIS

After the characters have disposed of the JIM, they will still have to deal with the Mantis. The Attributes for the Mantis are:

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

Exactly when the Mantis attacks is up to you and should depend on how badly injured the characters are. If they have taken a lot of damage, as many as possible should be allowed to get into the Neptune. If they are in good shape, the Mantis will attack the individual carrying the ATAC as he walks to the Neptune.

The Attributes for the Neptune are:

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

If the ATAC is already on board the Neptune, the Mantis will attack the mini-sub by grabbing a diving plane of the Neptune and, using a drill attachment, begin boring a hole in the side or viewport of the Neptune. The Mantis can grab the Neptune automatically if the characters are not aware of its presence. Otherwise it must make a successful Force Maneuver as if it were trying to stop the Neptune without damaging it.

The drilling will start in the first round and will be through the hull or viewport in four rounds. At which point the water will come shooting into the Neptune, doing a Light Wound to any character who may be near the drilling spot. The Neptune will begin losing all bouyancy within seven rounds and sink to the bottom. Any characters not in rebreathers will die. The air supply in a rebreather cannot be shared.

Once the Mantis grabs the manipulator arms it cannot be shaken off easily. The characters can shake off the Mantis by performing a Force Maneuvers to smash the Mantis into the wreck of the *St. Georges*. Use the Chase rules to resolve this conflict. The objective is to do a Kill result to the Mantis using Force maneuvers (see the Force rules in the Chase chapter of the basic game to see how to determine damage).

Explain to the players that the Mantis will not stop drilling until it is Killed. That means that one successful Force at a Bid Ease Factor of $\frac{1}{2}$ with the Mantis driver failing his Safety roll will end the struggle. Any other bid may mean the struggle will take at least two rounds.

BACK ON THE TRIANA

Note: It is possible that players, remembering the movie, may not return to the Triana fearing that Kristatos has taken it over. They may return to the mainland of Corfu

instead. In this case, the adventure can continue with the characters trying to get off the island while Kristatos' men guard all the docks and airports. The information in this adventure should help you run this encounter.

Shortly after the characters return to the *Triana*, a small launch (Cobalt CM-9) will approach. On it are Bibi Dahl and Jacoba Brink, who will state that they have escaped from Kristatos after overhearing his plans to kill the character, and steal the ATAC.

Actually, Jacoba (who by this time has told Kristatos she is KGB) plans to help Kristatos' men board the *Triana*. Jacoba is carrying a miniature transmitter. When she presses the button Kristatos' men will swim underwater to the *Triana* and arrive within five minutes. The when and how of her signal and distraction is up to you. There will be at least two hoods for each character, more if you wish.

To retain her cover, which would be useful on future assignments, she would rather attempt to distract the characters by luring them all belowdecks with a scream or some ruse about four minutes after hitting the transmitter button. If any characters remain on deck, Kristatos' men should get a PER roll (+2 EFM) to notice them and abort the attack. If only one or two characters are on deck then Kristatos' men will attempt to Stealth on board and capture them.

If this opportunity does not present itself, she will attempt to drug the food on the *Triana* with sodium amytal (see *Q Manual* for the effects). If the characters are planning on leaving quickly, she will excuse herself and dump some sugar into the fuel which will disable the engines, then use the transmitter to call in the troops.

If the *Triana* is taken, the hoods will signal their success to Kristatos. Kristatos will pull the *Santamara* (his cruiser) alongside the *Triana* and come aboard. He will be the epitome of smugness.

Suspicious or intelligent characters may ask Bibi for details about their escape. All she knows is that Jacoba came into her cabin and told her to start packing. That the older woman heard Kristatos planning and that they had to escape. Luckily they had no trouble taking the life boat that was on the aft deck.

The characters may then opt to tie up the ladies or just Brink and head for open sea. In that case Kristatos will appear and give chase trying to stop or sink the *Triana*. If this is not being accomplished with Chase Maneuvers then Kristatos will have the .50 calibre machinegun brought up to the bow and start getting mean.

CORAL REEFS ARE A DRAG

If the characters are captured, Kristatos will have a wonderful time gloating over the characters. He will have the characters tied to the back of his yacht and dragged over the coral reefs. While the characters are being bound in pairs, they will witness an argument between Jacoba and Kristatos. Jacoba will want to take possession of the ATAC immediately. Kristatos wants to see the money first, he will hand over the ATAC that night "at

the warehouse." Kristatos is also planning on taking Bibi with him. Jacoba will protest that the child knows too much and is dangerous, but Kristatos will not be swayed. He has plans for the little blonde.

Captured characters will be thrown overboard and the engines started. Make a Boating skill roll for the pilot of the *Santamara* (Primary Chance: 14, EFM: -1). The QR of this roll will determine how much damage the characters take.

QUALITY RATING

Failure
4
3
2
1

WOUND LEVEL

None
None
Stun
LW
MW

Determine at random, or by rolling a die, which person of each couple takes the damage. If a character wishes to bear the brunt of the damage and save his partner, he may do so by succeeding at a Diving skill roll.

If any damage is done, sharks will appear and begin circling. Whether the sharks attack or not is up to you, but, if they attack, they will go for the most wounded characters first. The sharks have a STR of 13, Hand-to-Hand Primary Chance of 20, and a WIL of 13. They do Class E Damage. (These are small sharks.)

To escape from the ropes, the characters will have to cut through it. The easiest time for this is when the *Santamara* is circling back and the rope is slack. If any character has a knife, he can cut through the rope if he succeeds at a Diving roll. If he does not have a knife, he must swim to the reef and use the sharp corals to cut through the rope. This also requires a Diving roll but at a -3 EFM. The character gets one roll each time the boat turns. After three successful rolls, the rope is cut.

If the characters don't have that much time, or wish to buy their comrades some extra time, they may try the trick Bond used in the movie. The character must perform a Diving roll (-3 EFM) to wind the rope around a piece of stout coral when the *Santamara* is making its turn. The character must then brace himself against the coral and hold onto the rope as the *Santamara* tries to accelerate.

The character must make a series of STR rolls (+2 EFM) to hold onto the rope. Every Failure means the character takes a Light Wound, but after three successes the rope will snap. You may apply negative EFMs as you see fit to simulate the increase of power as the *Santamara* tries to pull away.

Once the rope is broken the character will have to get to the surface before taking drowning damage. Kristatos will wait about for only a minute or two figuring that the sharks will have killed or eaten the characters. If you determine the character escaped at the end of the coral reef near the temple, he can swim to the ruins and pick up the spare scuba tank left by Melina. Then they will be able to make it safely to the surface. If you think they have been having too easy a time of it, you can still have them deal with the sharks.

G. Kristatos' Warehouse

If the characters have not retrieved the ATAC and/or eliminated Kristatos, then they will get a chance to do so at the warehouse. This scene can also be used to tie up any loose ends.

If the characters have retrieved the ATAC without getting Kristatos, the characters can be encouraged to go after Kristatos for a number of reasons depending on how the adventure went. If Kristatos still has Bibi or Melina, the characters should feel honor bound to rescue either damsel. Melina will go after Kristatos with or without the characters, and she did make them promise to help her get the man who killed her parents, so they may go along to help her. The capture and/or death of Kristatos may have been part of the deal struck with Colombo.

The characters will be able to trace down the location of Kristatos' warehouse by asking Colombo or making some heavy handed inquiries about town. Colombo will even offer to help the characters storm the warehouse but the attack plan should be left entirely up to the characters to develop.

THE WAREHOUSE

Situated at the base of cliffs, this warehouse services both Kristatos' shipping and smuggling empires. On the loading dock is a crane capable of handling up to three ton loads onto freighters. The water depth allows for almost any ship under three hundred feet in length to dock.

Inside the warehouse the floor is crowded with crates and boxes. It is easy to find one or two-thirds cover or to perform a Quick Turn during a chase. There is enough room between the piles of crates to move the forklift trucks about. The forklift's Attributes are:

PM	RED	CRUS	MAX	RGE	FCE	STR
0	5	5	10	50	1	2

Overseeing all this is the office in the corner. It is on support pillars so that the warehouse manager and foreman can get a good view of floor activities. Characters will be able to see the office from any of the doors into the warehouse. Characters sneaking between piles of crates and boxes should receive a -3 EFM to their Stealth attempts.

The equipment closets are filled with hand trucks, ropes, chains, dollies and the usual sort of equipment. The employee locker room has three rows of lockers and a shower stall with five shower heads.

The large cylindrical objects on the diagram are ostensibly rolls of paper. Actually they are hollow and filled to varying levels with raw opium. If the ropes are cut and a kick given, the rolls they will roll away knocking over everything in their path. If they are rolled towards the office they will smash through the support beams and bring the elevated office crashing to the warehouse floor.

By the office is a large slip. The *Santamara* is usually docked here or it is used to load or unload shipments that Kristatos would rather keep from interested eyes. This

slip is entered from the sea through large wooden overhead doors that open electronically. Since the presence of the *Santamara* would make ramming the slip harder for the characters, you should decide whether the cruiser is there or not. The Neptune mini-sub cannot get in underneath these doors when they are closed. If they are opened, there is a chance the Neptune can sneak in if the pilot succeeds at a Diving skill roll (-3 EFM).

Outside, between the warehouse and the cliff, is a large paved area where trucks deliver goods. Parked out there currently is a Caprice Classic (Mercedes 240D, if you have the *Q Manual*). Across the pavement is a staircase that goes up the cliff face.

If Kristatos has the ATAC, he will be in the office with Jacoba, Kreigler and Loque (or whichever NPCs survived to this point) exchanging the ATAC for the money. If the characters have the ATAC, Kristatos and the surviving NPCs will be in the office coordinating the search for the characters. Also in the office is a trussed up Bibi who is very concerned for her own safety. There will be at least one guard on duty on the platform outside the office at all times.

THE BATTLE

The attack can duplicate the one in the movie where the characters crashed into the warehouse using Colombo's 125' sailboat, or some characters could be let off down the coast and the assault could come from two directions. With full sail, the sailboat would have no trouble crashing into part of the dock or through the large overhead doors into the slip. The sailboat's Attributes are:

PM	RED	CRUS	MAX	RGE	FCE	STR
0	5	10	25	na	11	121

By land there is a long and winding road that comes down the cliff. The road was designed so that half ton trucks could make the journey so there are no hairpin turns. But it takes almost as long to drive to the warehouse as it would to hurry on the stairs (see below).

Once the battle has started, you can play it out by making a larger version of the floorplan for the map and using the *James Bond Assault!* game rules, role-playing out the entire battle, or abstracting it as described below.

As with the battle at St. Cyril's, the warehouse fight can be run by playing out the important battles between the characters and certain NPCs. Roll a D6, modifying the result for the highest Ranked character involved (-2 for Rookies, 0 for Agents, +2 for "00's") to determine how many encounters the characters will have. Then roll a D6, using the same modifiers for Rank, to determine which encounters occur. You may just choose the encounters, if you wish.

Encounters

- 1) **Guard leaps from behind crates:** Determine whether the character is surprised (PER roll; failing that, Sixth Sense). One guard per character ambushes the characters from behind a large stack of crates.

- 2) **Guard leaps from top of pile of crates:** Determine surprise. One guard for each character leaps from the top of a pile of crates armed with baling hooks (PM: 0, DC: +2).
- 3) **Guard swings down from overhead pulley:** Determine surprise. A guard is swinging down on a rope attached to an overhead pulley. He will be trying to knock down one of the characters. (There may be more than one guard, if you wish.) The swinging guard will do +2 over his normal Hand-to-Hand Damage Class. If the guard misses the first swing, he will drop to the floor and attempt to engage in Hand-to-Hand Combat.
- 4) **Guard pushes crates over on character:** Determine surprise. A guard pushes a heavy crate onto the characters (DC: F). Use the guard's Hand-to-Hand Combat skill to determine the extent of damage.
- 5) **Horde of guards beating on allied NPC:** As the character approaches a stack of the "rolls of paper" some guards open fire on him from the elevated office. Also a group of guards are beating up on an allied NPC on the floor. By severing the rope and shoving the rolls, the character can start them rolling and take care of both problems.
Roll on the character's Hand-to-Hand Combat skill; the QR of the roll will determine the results of this stunt:

Failure: Nothing happens, the paper rolls do no harm.

QR 4: The paper rolls hit the enemies on ground level giving the allied NPC a chance to escape.

QR 3: The paper roll knocks out the NPCs on the ground.

QR 2: As above, plus the paper rolls hit the supports for the office balcony, enemies cannot fire for one round, giving character chance to move out of line of fire.

QR 1: As above, but the paper rolls destroy the supports bringing the balcony crashing down. The office and stairs remain intact.

Note: At your discretion, the paper rolls can be used against any other kind of attack in the warehouse.

- 6) **Guard attempts to roll barrel over character:** Determine surprise. The character can dodge the barrel by making a successful DEX roll. Guard will rush forward to engage in Hand-to-Hand Combat.
- 7) **Guard attacks using forklift:** Determine surprise. Guard driving forklift tries to impale or run over character. The forklift increases any damage done by a Force maneuver by 2 levels.

KRISTATOS' ESCAPE

Once the characters get through the above encounters and get within sight of the office, they will see Kristatos heading out the door. He will be using any available major NPC as a shield, shoving the NPC into the character at the last moment to make his escape. Loque will lob an armed grenade up to the office. If the character shouts a warning, all allied NPCs will be able to clear the warehouse by running out onto the docks or diving into the water. The grenade exploding in the office will set up a chain reaction that will bring down the warehouse.

Outside on the paved parking lot, Loque, Kristatos, and any other major NPCs left alive escapees will pile into the Caprice Classic (Mercedes 240D if you have the *Q Manual*) and take off up the road.

The characters can still catch the car. The road to the top of the cliff is long and winding, so any fast character can rush up the stairs to try to cut off the Mercedes. To do this, the character must go first in a Chase round and performing a Trick Maneuver. Loque will bid as low as 2, and will use Survival Points to survive the Flee he will perform. If Loque goes first and does not crash, the characters have lost the car.

If the characters go first, the QR of the Trick Maneuver will determine the distance the characters are from the Mercedes and whether they beat it to the top.

QUALITY RATING

Failure

4

3

2

1

RANGE AND DIRECTION OF MERCEDES

Distant, going away from characters

Long, going away from characters

Medium, going away from characters

Close, at the top of the stairs

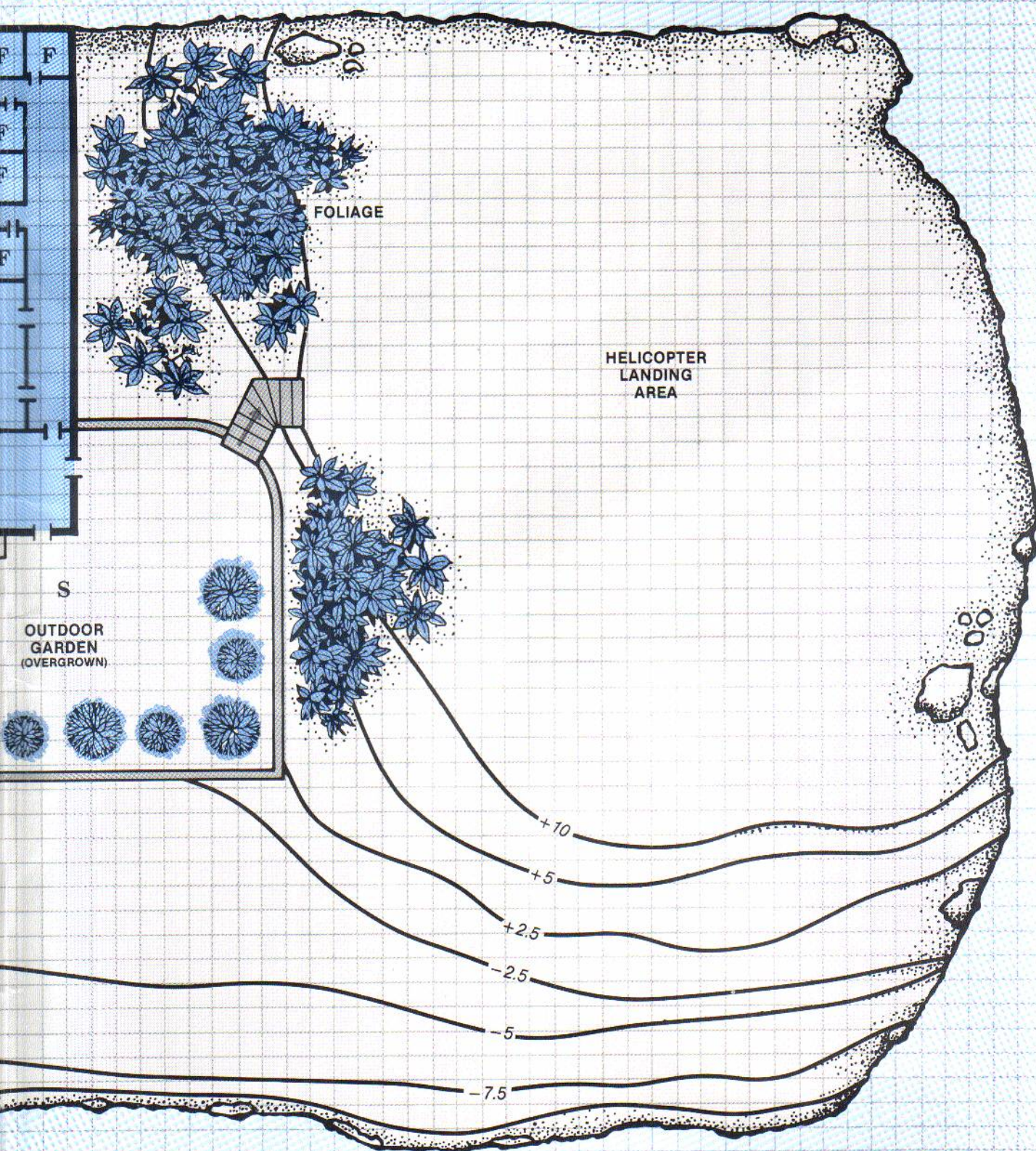
Medium, approaching characters

For every Combat round thereafter, the range will change by one. On a QR of 1, obviously, the character will have one round in which to fire or Take a Bead before the car reaches Close Range.

If Loque fails a Pain Resistance roll or the auto is Incapacitated, the car will skid over to the edge of the cliff where it will teeter precariously. Any sudden motion inside the car, will cause it to go over the side and crash.

The character may now negotiate for the return of the ATAC or any hostages. Any such exchange must be done carefully or the car will go over the side. Melina will want to push the car over immediately to gain her revenge. The characters may try to Persuade her not to take revenge (-3 EFM). If the QR of the roll is a 1 or 2, the character will be finished before Kristatos gets a chance to carefully line up his Luger and fire at the back of the character. He doesn't expect to get away, he just wants to take one of the people responsible for his downfall with him. If the QR of the Persuasion is 3 or more, then the character should get a Sixth Sense roll to notice the danger.

Once the characters have retrieved the ATAC, rescued all allied NPCs, and captured or killed Kristatos, the adventure is successfully ended.



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amesmaster Screen — St. Cyril's Monastery

LOWER LEVEL



Credits

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FOR YOUR EYES ONLY

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GAME SYSTEM DESIGN
Gerry Klug

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FOR YOUR EYES ONLY

35018

WARNING: Assuming this adventure is exactly like the movie can be dangerous to your character!