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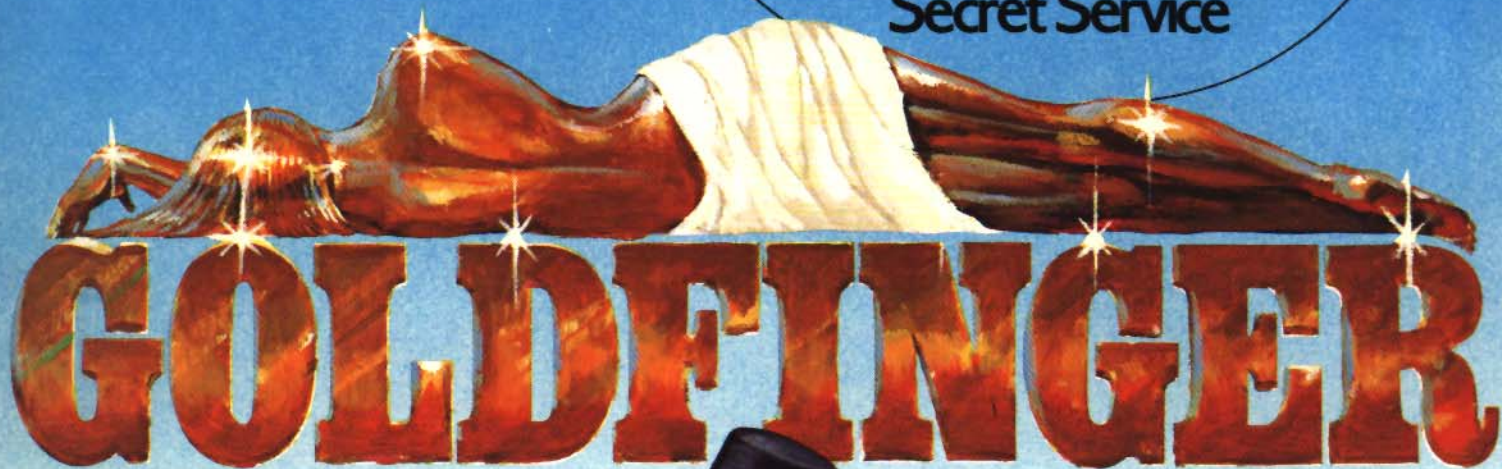
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JAMES BOND 007



An Adventure
for 1 to 4 Players
PLUS Gamesmaster

Role Playing
In Her Majesty's
Secret Service



VICTORY GAMES, INC.
New York, NY 10001

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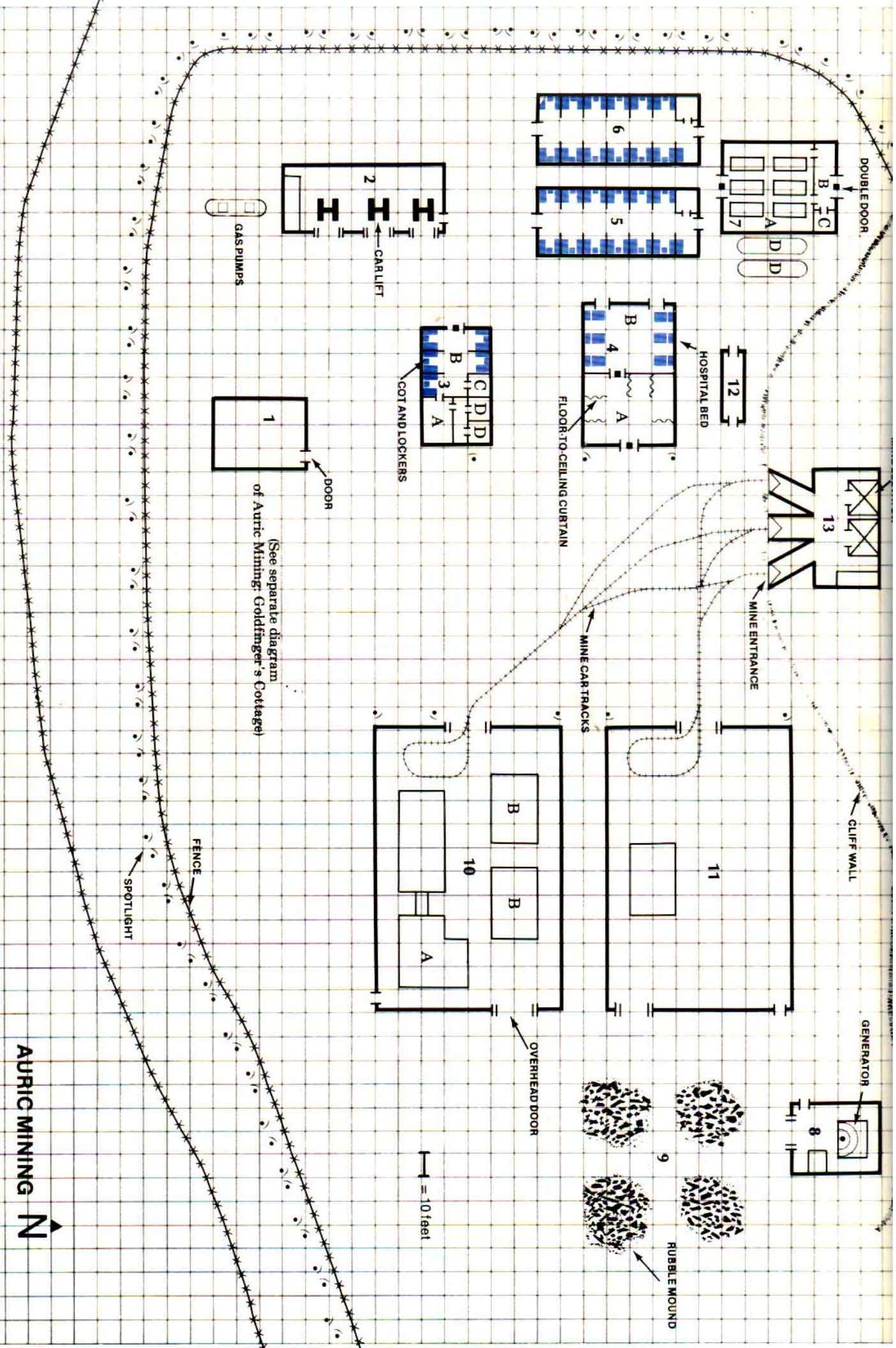
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For Ages 12 to Adult

AURIC MINING **N**

1" = 10 feet



(See separate diagram of Auric Mining Goldfinger's Cottage)

GOLDFINGER

An Adventure Module
for the *James Bond 007* Game

CREATED AND PUBLISHED BY VICTORY GAMES, INC.

ADVENTURE DESIGN

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

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Table of Contents

Part I: Introductory Notes	3
A. Introduction	3
B. How to Use This Adventure	3
C. Maps	4
Part II: Player Information	5
A. Briefing to the Characters	5
B. Q Branch Equipment	7
Part III: GM Information	9
A. Briefing for the Gamesmaster	9
B. Non-Player Characters	10
Part IV: Locations	15
A. The Royal St. Marks	15
B. Auric Mining	18
C. Auric Enterprises	26
D. Auric Stud	32
Part V: Hijack	40
Part VI: Adventure Information	43
A. Goldfinger's Timetable	43
B. Special Problems	43
C. Altering the Adventure	44
Part VII: Thrilling Cities	45
A. Johannesburg, South Africa	45
B. Gstaad, Switzerland	46
Adventure Index	48

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Part I: Introductory Notes



A. Introduction

The *Goldfinger* Adventure Module is designed to be played with one to four players plus the Gamesmaster. The rank of the character(s) sent on the mission depends on the number of players. If one person is playing, the character should be of "00" rank. If two are playing, they should either both be of Agent rank or be one Agent and one Rookie. If three or four people are playing, the characters should all be of Rookie rank.

It should be stressed to overeager players beforehand that, while there are some similarities, this adventure does *not* parallel the movie. Any time the players begin to voice the opinion that this is the movie, you should warn them again that such an assumption could lead to disaster not only for their character but for the world at large. This is, after all, a Bond adventure, which means there is more than just gold smuggling at stake.

B. How to Use This Adventure

You should read through the entire adventure to become familiar with *Goldfinger*'s overall plan and timetable. The adventure is divided into sections that deal with the briefings for the characters and the GM, and with the descriptions of NPCs, equipment, adventure locations, and ideas on handling special problems.

The Briefing For The Characters, except those parts addressed strictly to you, should be read verbatim or paraphrased to the players. This briefing is what the officials of M.I.6 would say to the characters before sending them on the mission. The Briefing for the GM contains an overall view of the adventure and *Goldfinger*'s plan. The Equipment Section lists and describes the equipment offered to the characters from Q Branch. Remember there is no Experience Point cost for this equipment.

The background and personalities of the important people the characters may encounter during the

course of the adventure are detailed in the NPC section. The different personality descriptions will help you act out their parts. In some cases suggested dialogue can be found in quotation marks throughout the adventure.

The Locations section in Part IV details the buildings and areas the characters should investigate. In each description are guidelines suggesting methods for getting the players to realize where to send their characters. Also detailed are important clues, encounters, or conversations the characters should get every chance to overhear. Minor NPCs (Guards, Technicians, and the like) are described under the locations where they are assigned. At the end of the Locations Section you will find an itinerary of the Non-Player Characters so you can keep track of approximately where the NPCs are at any given time during the course of the adventure.

Since players are notoriously unpredictable, you will find the Special Problems Section invaluable. Here are detailed some solutions to problems that appeared during testing of the adventure. Since the adventure cannot possibly cover every eventuality,

you should become as familiar as possible with it in order to improvise when necessary.

Any mention of "chapters" in the adventure indicates you should refer to that chapter in the *James Bond 007 Game Basic Book* for clarification.

C. Maps

The cover for this adventure doubles as a screen which you can use to protect adventure details from roving eyes. On the inside of this screen are maps of Auric Mining and Auric Enterprises; Auric Stud and a Building Index are on pages 24 and 25. These drawings are for your eyes only. They detail the interior of the buildings and are number-keyed to their descriptions in the text.

It is recommended that you use the screen to hide the map of Auric Stud. The Building Index on

page 25 is provided to help you locate the buildings and rooms during play of the adventure. The major features of each building are tagged on the maps.

The separate color maps (contained in the M.I.6 Mission Envelope) that show only the locations of the buildings should be given to the players when (or if) they reach that particular site. The players will then be able to have a clearer idea of the site and where their characters are at a given moment and what building they are investigating.

Part II: Player Information



This section of the adventure module contains the information and equipment provided for the characters at the beginning of the adventure. The following material may either be read verbatim or paraphrased by you to the players. The Non-Player

Character giving the briefing will depend upon the rank of the characters who are going on the mission. Characters of Agent or "00" rank will receive this briefing from M. Rookies will receive it from Chief of Staff William Tanner.

A. Briefing to the Characters

During a brief meeting in the office of M/Chief of Staff, you are ordered to convene with him at the home of Colonel Martin Smithers (retired) one of the directors of the Bank of England. The dinner will be black tie. As you are leaving, M/the Chief of Staff asks you how familiar you are with gold and its influence on the world economy.

Throughout the dinner the conversation is dominated by M/Chief of Staff and Smithers who are discussing people high up in government. Their conversation deals with the health and golf games of these people. The dinner, served by Smithers' major domo Brunskill, is delicious. After dinner Brunskill serves up brandy and cigars.

Note: You can have the players roll against their characters' Connoisseur ability at an Ease Factor of 4 to rate the dinner. If the roll was successful, tell them the dinner was superb but the brandy is a disappointing 30-year-old Fine, indifferently blended, with an overdose of Bon Bois. M/Chief of Staff, however, thinks it is wonderful and, at your discretion, may ask the characters what they think of it. If they voice a negative opinion, Col. Smithers will be impressed as he is not pleased with the brandy either.

Over brandy, M/Chief of Staff will let Smithers handle the briefing.

"Well, as you know," he begins, "we at the Bank of England are the official depository for gold bul-

lion, just as Fort Knox, Kentucky, is for the United States. We know the amounts both countries hold, the amounts deposited in other banks, and what is being held for industrial purposes. This enables the two governments to establish, respectively, the true value of the dollar and the pound. Consequently, we are vitally concerned about unauthorized leakages and the discovery of any new veins.

"Gold is very popular among smugglers and the greedy because, once it has been melted down and recast, it is virtually untraceable. This makes it an attractive target for some of the most ingenious criminals around. We do keep our own investigatory staff rather busy, maintaining tabs on people who traffic in gold. Most of them are on the up and up, report their holdings, pay their taxes and the like, but there are a few who don't. We manage to keep track of them, and sooner or later they'll get careless, at which point we will bring them to justice.

"But, frankly, our most resourceful men have been thwarted by one man . . . Auric Goldfinger. I don't expect you to know about him. He keeps a pretty low profile but is well known in industrial circles. But that's all in the dossier we have for you.

"We know that Goldfinger has gold bullion on deposit in Zurich, Amsterdam, Caracas, and Hong Kong, valued at sixty million pounds. There has always been some question about the origin of his gold and the methods used to transfer it to those countries, but nothing could be proved.

"It is unusual that such a wealthy man would want to smuggle and take such a risk. Well, it seems Goldfinger has an absolute passion for gold, has been extolling its virtues for as long as anyone seems to remember. When the worldwide price of gold skyrocketed some years back, the value of gold increased fifteen to twentyfold. Most speculators were satisfied beyond their dreams, but it just served to fuel Goldfinger's lust for gold. He, with no compunctions, will do anything to increase the amount of gold he holds or its value.

"Our people have investigated his factories and offices; we even put some in undercover but they turned up nothing. If his actions had stayed with smuggling, sooner or later we would catch him, but recent involvements indicate that action should be taken fast. Faster than we can take it.

"Recent information cites Goldfinger as the silent backer of a number of new gold mines in some of the major gold-producing areas of the world.

"Now the sinking of these mines is in no way illegal but it is most unusual. The average minimum cost entailed in starting up and maintaining a mine until it shows a profit is somewhere between 4 or 5 million pounds. It is usually much more. Even after such an expenditure the vein may prove to be short-lived and never return the investment. Quite a dicey gamble, indeed.

"So you can see why these moves would pique our interest and why we've called on you people. Our powers in and out of this country are severely limited, whereas you chaps can move around with decidedly more freedom."

At this point M/Chief of Staff will interrupt Smithers and take up the briefing. "What we want you to do is find out what this Goldfinger fellow is up to — all the details — and then report back. If he is indeed smuggling gold, and you determine how, the Bank can begin the necessary action to prove how much was taken from England and go about getting it back."

His voice takes on a very grave tone. "But there's more. Colonel Smithers disagrees with my suspicions but I want them checked out anyway.

"Before coming to us, Colonel Smithers had asked a friend of his — a Mr. Mark Halliwell, a Scotland Yard investigator on leave — to look into Mr. Goldfinger's activities. He trailed him to Florida in the United States. He sent this telegram."

Note: Give players the Telegram Insert from the Mission Envelope and let them read it.

"A report came through this morning from the F.B.I. in Washington. It is now in the hands of Scotland Yard. Mark Halliwell was found dead in a hotel room in Miami, Florida. His neck was broken. As far as the authorities can determine, he was struck with the ubiquitous blunt instrument. Someone knew just where and how to hit him. The vertebrae were snapped clean. Death was instantaneous."

M/Chief of Staff will suddenly look uncomfortable and clear his throat.

"They also found a young lady in the room identified as one Jill Masterson. Reports indicate she was a travelling secretary/companion to Goldfinger. This might cause a few smirks but there was never any hint their relationship was anything but a business arrangement. She was also dead but not of a broken neck. She died of suffocation. Her entire body was covered with a thick layer of gold paint. It's been known to happen to cabaret dancers. Unless enough of the skin is left exposed to breathe, the person dies. The Miami authorities questioned Mr. Goldfinger, but he had an airtight alibi for the entire time.

"It is my opinion Goldfinger killed them both or had them killed. It would be too much of a coincidence otherwise. So, I think Goldfinger is up to quite a bit more than trying to smuggle gold. There is no smuggling operation — no matter how lucrative — worth killing two people over, especially in such a bizarre fashion. Not unless we're dealing with a psychopath and I don't think Goldfinger is one.



"It is my suspicion there is something more going on here. While you're checking on Goldfinger, I want you to do it thoroughly. But the bank doesn't want us to go barging about with warrants and guns ablazing. I have assured Colonel Smithers that we will be extremely discreet, so Mr. Goldfinger will never suspect that he is being investigated.

M/Chief of Staff riffles through some papers he took from his inside jacket pocket. "Goldfinger is currently here in England enjoying a golfing holiday

at the Royal St. Marks' course about thirty miles outside of London. A check with the airport shows his personal pilot, a P. Galore, has filed a flight plan for Johannesburg, South Africa, for day after tomorrow. As far as we can determine, Goldfinger is heading there for his regularly scheduled inspection of Auric Mining, a gold mine he owns.

"Hmm, here's proof that all millionaires have some quirk in their psyche. He never travels anywhere without his beloved classic Rolls. Even had a cargo transport plane modified with a luxury suite so he can take it along on air trips. Good heavens, what a waste of money and energy.

"I'll leave the details of the mission up to you. If you decide to use a cover, the forgery section of Q Branch will supply you with the proper credentials. And see Q directly for some special equipment."

Note: *At this point provide the players with the Goldfinger dossier from the Mission Envelope and answer any questions they may have without giving too much away. If they start offering theories, remind them, in the icy voice of M or the Chief of Staff, that they are supposed to investigate, not merely brainstorm.*

In order to bait Goldfinger in the movies, the Bank of England supplied Bond with a gold bar. If you wish, or the players request it, the Bank will provide such a gold bar just after the briefing. The bar is from a 1940 smelt from the Weigenhale Foundry at Essen. The entire smelt of 600 vanished in 1944 when the Nazis were on the run. Colonel Smithers will explain that this brick was recovered from the bottom of Lake Toplitz in the Salsakammergut. At current market prices the five-pound bar is worth around 21,000 pounds (about \$36,000).

B. Q Branch Equipment

The characters will be allowed to take any of their personal weaponry (pistols and/or knives) with them. In addition, they will be offered the following weapons by Q Branch:

MINIATURE GAS SPRAYER

This pocket-size aerosol container is disguised as an ordinary brand of breath spray. The number of uses depends on the type of gas the character desires. If he opts to have the sprayer filled with a temporary incapacitator (like mace), then there are three charges in the sprayer. If he chooses knockout gas (like halothane), there will be only two charges. If he chooses a deadly gas (Gamma gas or the like), then the sprayer contains only one charge.

For the gas to be effective, the character must be within 10 feet of the victim. The characters may be able to sneak up on their victim and take him by surprise, in which case the gas works automatically. If the character approaches a victim with the sprayer hidden in his hand or with the hope the victim will not recognize the danger, give the intended victim a Perception Roll with a -3 Ease Factor modifier. If the victim fails to notice the danger, the gas attack works automatically.

If the victim notices the sprayer and suspects its contents, you may have the victim attack and try to disarm the character. Once engaged in Hand-To-Hand Combat, the character can spray his victim instead of directly attacking. Should the spray attack fail under these circumstances, the player will have to make an Ease Factor 4 Dexterity roll or his character will suffer the effects of the gas. Players should be

told of this possibility when they receive the sprayer. (After all, getting a face full of nerve gas without warning could certainly dampen their spirits.)

PERSONAL TRANSCIVER

This miniature transmitter-receiver radio can be disguised as any number of small personal items: cigarette lighter, cigarette holder, oversized fountain pen, and the like. It cannot be miniaturized so as to fit into a cufflink or tie tack. In addition, its antenna must be extended for the radio to work. The range of these radios is 15 miles. Each character may be supplied with one so the group may communicate with one another, or one character may carry one to communicate with the local M.I.6 Station (if any).

PERSONAL VEHICLE

The characters will be offered the use of one of Q's latest developments. Q has spent a lot of time and energy taking an Aston Martin DB-V (read as DB-5) and modifying it into what he considers to be an ideal vehicle for use by an agent.

The Performance Modifier, speed and strength attributes for the car can be found in Chapter 11. The car is armored to Level III and comes equipped with puncture-proof tires, ejector seat, smoke screen, oil slick sprayer, and bulletproof screen. These modifications are detailed in Chapter 11. The DB-V also comes equipped with:

- **.50 CALIBER MACHINEGUNS:** These are mounted behind the front parking lights. They are good for three bursts for each complete load (one burst per Ac-

tion Round). In order to reload, the hood of the car must be raised and fresh clips installed through the engine area. (Q will supply the characters with enough ammunition for one reload, but that is all. As he explains it, "the unofficial name for our organization is the British Secret Service, and you are called *secret* agents. If you go about the countryside firing off .50 calibre bullets like they were so much grass seed, you wouldn't remain secret long, would you? Besides, the higher-ups frown on the excessive use of such powerful weaponry.")

To resolve any fire, use the character's Driving skill, not his Fire Combat skill. The character may fire the guns in combination with any chase maneuver. If the character fires while making a turn, the spray fire will do Class L damage to all targets within 30 feet of each other within the angle formed by his previous direction and new one.

The machineguns' attributes are:

PM	S/R	AMMO	DC	CLOSE	LONG	JAM	RL
0	25	75	3×L	na	na	98-99	na

Since the guns are designed to work in tandem, they must both be considered jammed on a roll of 98 or 99. The firing range is determined according to the chase rules in Chapter 5. Together they take up 2 Structure Points.

- **TIRE SLASHERS:** The mag wheels of the Aston have a three-pronged hub at the center which, Q will point out, is both ornamental and functional. These hubs extend out from the wheel and begin spinning at a greater speed than the wheel itself. At this speed the three sharpened prongs, composed of a alloy, become highly effective tire slashers.

To slash a tire, the character must perform a Force maneuver according to the rules in Chapter 5 of the Basic Game book but with a -2 Ease Factor modifier. But there is no Safety roll for the Aston on a failure result. If the Force is successful, the forced character still gets the "Safety roll" to avoid the mishap as described in Chapter 5. Even if the forced character does manage to avoid a mishap, he must come to a stop as the tires on one side of the car are useless. All the slashers together take 0 Structure Point.

- **EXTENDING BUMPERS:** The two uprights on the front and rear bumper can be extended 18 inches beyond the bumper. Q will explain that these can be used to push another vehicle while minimizing damage to the Aston.

If you decide a Force Maneuver involves forcing a vehicle directly in front of or behind the Aston, then you can let the characters use the extending bumpers. The bumpers take one round to extend fully.

They do not affect the Ease Factor of the Force attempt but they do negate any chance of a mishap to the Aston. They take up 1 Structure Point.

Note: *If one of the characters notes that they would also be useful to avoid fender-benders while parallel parking, have Q give them an exasperated stare. But award 10% extra Experience Points to that character at the end of the game session if the remark was in keeping with their character.*

- **TRACKING RADAR SCREEN:** The center of the dashboard slides up to reveal a small radar screen. The system is preset to pick up the signals emitted by a homing device Q will show off proudly. The homer is about the size of a pack of cigarettes. It is magnetized and can be placed on a metal surface without fear of its being jarred loose.

The center of the radar screen always corresponds to the location of the Aston Martin. The range of the homer is 150 miles. The homer signals make a blip on the screen, showing in what direction and how far away the homer is from the Aston. The system also contains a microfilm library of the major roadways around the world. This is superimposed on the radar screen. By positioning the maps so that the Aston's position on the map is dead center, characters will have a fairly good idea of the location of the homer.

The homer also has a little brother, about half the size of a stick of gum which fits into the false heel of a pair of shoes so that the character may be tracked or it can be slipped into the pocket of someone the characters wish to tail. There will be only one pair of shoes with specially hollowed heels so the characters must decide who will wear them. Whomever they choose, no matter what height or sex, the shoes will fit and look mighty stylish to boot.

The control panel for the devices is hidden under the arm rest between the two seats. It takes one Action Round to open the arm rest. The ejector seat is controlled by a button hidden in the head of the gear shift lever. It takes one Action Round to flip open the gear shift head and hit the button; the seat is ejected in the following Action Round. The other devices all function in the same Action Round they are activated. Only one device may be used per round.

The Aston Martin, if it survives, may be used on other missions by the characters. This use is at your discretion alone.

If the characters do not drive off in the Aston immediately, Q will gladly have it shipped anywhere in Europe at their request. Because of the nature of the adventure, they may decide to take the vehicle to South Africa. They will have to Persuade Q to ship it there. All Rookie rank characters receive a -2 Ease Factor modifier to this attempt. All "00's" receive a +1 Ease Factor modifier. Agent rank characters receive no special modifiers.

Part III: GM Information



A. Briefing for the Gamesmaster

This section gives an overall description of Goldfinger's actual plans. This section, including the Non-Player Character information, will provide the blueprint for how to run this adventure, so it is important to become very familiar with it.

BACKGROUND

When the price of gold rose dramatically during the 1970s, Goldfinger became elated over the growth of his wealth and the increased value of his precious love — gold. After years of price control, he reasoned, the world finally realized the intrinsically superior value of gold he had appreciated all along. He cackled with glee over how the true value of gold could not be denied.

The elation was, for Goldfinger, short-lived. During the recent price drop, when the value of gold inexplicably declined, Goldfinger literally went into a panic and vowed he would stop the price decline, no matter what. This idea became an obsession bordering on a mania, although he exhibits no outward signs of dementia. With a characteristic cold logic he is executing Operation Midas Touch, his ultimate plan for increasing the value of gold.

His plan calls for keeping the supply of gold to a minimum so its value will rise accordingly. He intends to irradiate the major gold producing fields in the world by using nuclear bombs.

GOLDFINGER'S PLAN

The first step in his plan requires financing the sinking of new mines in these gold-producing areas. These are the ventures Smithers referred to. Most of

them have been bankrolled through dummy corporations, but Goldfinger openly acknowledges his mine in South Africa. It is even called Auric Mining.

There is no gold coming from these mines. Instead, the workers are extending tunnels to strategic spots in the gold fields. Once the digging is completed, an atomic device is placed at the end of each tunnel. As Goldfinger plans it, the explosions will, for the most part, be contained underground, but the radiation will leach out into the soil and make the area unworkable.

So far the ruse is working . . . except at Auric Mining. The Chamber of Mines in South Africa, which Goldfinger had to join to start mining there, is demanding that Goldfinger allow their inspectors access to his operation. This prospect does not please Goldfinger since the inspectors would immediately recognize the mining operation as fake.

When he started Auric Mining, he explained to the Chamber that it was an experimental venture for testing new methods and equipment. With these new methods he discovered a new, rich vein of gold but felt it wiser to keep everything hush-hush until the mine began to pay off. He has stalled the Chamber so far by sticking to his story that he cannot take a chance on his new secret mining techniques being leaked. But this ruse is wearing thin. Now he plans to divert their attention.

As the directors of the bank suspect, Goldfinger is involved in smuggling gold around the world. He does this through his various shipping countries and by hiring intermediaries. Now, however, he is smuggling gold down to Auric Mining. Once there, the gold will be mixed with impurities and sent off to the Rand Refinery. Goldfinger will claim that he mined

the gold using his new process. He figures the Chamber and any other interested party will concentrate on the "mined gold" for a time. By the time they turn their attention back to Goldfinger, his plan will be completed.

The smuggled gold has been melted down and shaped to match the body parts of his 1937 Rolls Royce Phantom III (see Part IV, Section A: Royal St. Marks, for a complete description). The car was disassembled and the gold parts installed at his factory in Gstaad. The reassembled car was then sent to London where Goldfinger picked it up when he returned from Miami. From there Goldfinger and the car will be flown to Johannesburg and driven to Auric Mining. There the car will be disassembled and the body parts replaced.

One of his workers had the temerity to point out to Goldfinger that it might be just as easy to smuggle the gold down as it was to smuggle down the regular body parts. Goldfinger explained he suspected the shipments to Auric Mining were being opened and searched by industrial spies. It was easier to disguise the regular body parts than the gold. At the end of this explanation Goldfinger's patience reached its limit. The questioner disappeared, never to be heard from again.

While the mines were being started, Goldfinger retained the services of Doctor Ling, a leading nuclear physicist. Under the direction of Ling, Goldfinger outfitted his electronics manufacturing plant in Gstaad. There his Korean workers have been assembling the components of sophisticated nuclear bombs designed especially by Dr. Ling for Goldfinger's plan. As the tunnels reach their preplanned positions, a shipment of bombs is sent to the mining site where they are placed underground.

When all the bombs are delivered, Goldfinger will detonate them from the control center he has

had built at Auric Stud, his horsebreeding farm in Kentucky. The resulting explosions will irradiate the gold and halt the supply of new gold. Goldfinger estimates that the value of existing gold will increase twenty to thirtyfold.

Goldfinger is not worried about any possible repercussions from Operation Midas Touch. With his operations so widespread, he has left no trail for any investigators to find nor any concentration of activity to attract attention. Also, he has scrupulously kept the operation "in-house" so that few outsiders have any idea what is going on. He plans to "eliminate" the people who may know something about his plan so they can never tell anyone. The final proof of his innocence lies in that his "mines" will be destroyed along with the others. Therefore, he will be considered one of the victims rather than the attacker.

Nor is he particularly worried about the international repercussions of his actions. He predicts the nations of the world will scream and hurl accusations but, without any definite aggressor to accuse, no country will take any hostile action — such as hitting the button and starting Armageddon. He expects all the controversy to end after a few months. He is even looking forward to watching the world leaders scramble about ineffectually.

Goldfinger, to put it mildly, has severely underestimated the consequences of his actions. While the world may not be plunged into nuclear holocaust, the explosions will probably destroy cities near the gold fields, especially a city like Johannesburg that sits right on top of the gold field. Goldfinger does not care about such details; in fact, he believes in his predictions.

Suggestions on what to do if the characters do not stop Goldfinger are contained in the Special Problems Section of this adventure.

B. Non-Player Characters

The characters presented in this section are very similar to the characters appearing in the movie. However, there are some variations to their personalities. You may feel free to use either these variations or the characters as they appear in the movie, depending on how they fit into your campaign.

AURIC GOLDFINGER

STR:6 DEX:7 WIL:9 PER:8 INT:10



SKILLS (SKILL LEVEL/PRIMARY CHANCE)

Charisma (4/13), Driving (5/12), Electronics (9/19), Fire Combat (3/10), Gambling (5/13), Hand-to-Hand Combat (1/7), Riding (9/17), Science (5/15), Sixth Sense (5/14)

ABILITIES: Connoisseur

HEIGHT: 5'8"

WEIGHT: 200 lbs

AGE: 41

APPEARANCE: Normal

FAME POINTS: 145

SURVIVAL POINTS: 5, 7

SPEED: 1

HAND-TO-HAND DAMAGE CLASS: A

STAMINA: 28 hours

RUNNING/SWIMMING: 25 minutes

CARRYING: 101-150 pounds

FIELDS OF EXPERIENCE: Chemistry, Economics/Business, Fine Arts, Golf, Mechanical Engineering, Rare Collectibles

WEAKNESSES: Greed

BACKGROUND: If Goldfinger had not channeled his energies into becoming a successful businessman, his megalomania would have had him committed years

ago. Instead, he has found an acceptable and productive outlet for his incredibly large ego. He has built an international reputation as a ruthless and highly competitive businessman. His interests have grown to include a wide variety of concerns, including manufacturing sophisticated electronic circuits and equipment for shipping companies. His pet projects, though, have always remained the jewelry stores he has scattered throughout England and Europe.

This unnatural streak of sentimentality may stem from the venture that started his vast empire. Goldfinger started his fortune with a small jewelry store after escaping from behind the Iron Curtain, and settling in England. Like his father and grandfather, Goldfinger operated a jewelry and metal-working shop in his home town of Riga. Under his grandfather's tutelage he became highly skilled as a metalsmith and lapidary. His grandfather had worked for Faberge, designing and crafting jewelry for the czar. After the revolution, however, the possession of fine jewelry by citizens was frowned upon and Goldfinger's family made the bulk of their living from repairing watches.

Goldfinger was an only child. His parents died when he was 18 and he never married. With nothing to hold him in his town, he dreamed of escaping to the West where, he had heard, a man with his skills would be in great demand. So, when he heard the East German government would allow Christmas visits across the Berlin Wall in December of 1963, Goldfinger decided to take action. He packed only essentials: his tools, false papers and some clothes. To help him start his new life, he sewed thin gold sheets into the lining of his clothes, a common smuggling trick making for a heavy but not uncomfortable suit and set of luggage. With courage and luck he managed to sneak across the wall among the 1.2 million people who passed through to visit family and friends.

Once in West Berlin, he made his way across the continent to England, figuring the further he was from his homeland, the less likely that anyone would come after him. In England, he opened a pawn shop with a jewelry store next door. He reworked the jewelry he bought from people who came into the pawn shop and sold the results in the jewelry store for a handsome profit. As the business grew, he opened more pawn shops in disadvantaged areas and jewelry stores in some of the more fashionable neighborhoods.

Never satisfied, he soon acquired similar businesses on the continent. When these establishments were firmly in the black, he started expanding further, buying up small factories, shipping companies, hotels, and research and design facilities. He would also buy up the patents for new devices or the rights to their production.

In each case the method was the same. He would find some small business on the verge of going bankrupt and invest new capital. He would also introduce production innovations to elevate the company to a state-of-the-art level within a few years. In some

cases, where a company Goldfinger wanted was doing well, he would manipulate the market and their suppliers until the company was on the verge of collapse. Then Goldfinger would buy it for next to nothing.

Goldfinger continually converts as much of his liquid assets as possible to gold. His original trade proved to him that there will always be a market for gold since people will always covet it. For years he felt frustrated over the government-imposed price limit on gold. He always knew gold was more valuable than the small-minded bureaucrats would allow or admit.

During the early 1970s, all countries stopped redeeming their paper money for gold. With this major stumbling block gone, Goldfinger energetically lobbied for the ceiling prices to be removed. The price of gold skyrocketed. Many insiders believe that, through shrewd manipulation, Goldfinger was principally responsible for the high prices.

Goldfinger is always outwardly gracious and charming whenever authorities visit his factories and installations. But he is extremely secretive about any research his companies are conducting or any deals he is negotiating. As there are always people out to cheat him, he is also highly suspicious of strangers and the conditions under which he meets people. He lives by the saying: "One encounter is happenstance, two may be coincidence, three is enemy action." Therefore, Goldfinger's initial Reaction to anyone is Antagonistic, and all Persuasion attempts are so modified.

To ensure no leaks occur, Goldfinger uses Koreans in as many positions as possible in his covert operations. If asked why, he will extol the Koreans as people who have learned the value of silence and loyalty and who give more than an honest day's work in exchange for their pay. Of course, Goldfinger has nothing but compliments for his personal manservant and bodyguard, Oddjob.

PERSONALITY NOTES: Goldfinger is a self-made millionaire who made his money by being quicker and more ruthless than his competitors. He is, by nature, interested only in his own well-being and desires. During the rare social function where he makes an appearance he can be mannerly and courteous, but the strain is tremendous.

He is a crude man. He puts things very bluntly and lacks finesse. But he is not vulgar and will not stoop to using swear words. He endeavors to put on the outward trappings of being a gentleman, but rarely succeeds. His taste in clothing and decor shows that he had gotten most of his ideas from reading bad novels. His golfing outfit is a perfect example (see the Royal St. Marks in Part IV for a complete description); the knickers and sweater make him a caricature of a gentleman golfer. He generally stands out in a crowd because of his poor taste in clothes.

Goldfinger, however, does not realize that people are snickering at him over such matters. Nor would

he care if he heard them. For him this is all a smoke screen. He is trying to look like a normal, if tasteless, businessman to cover up his nefarious schemes.

He is no good at small talk or idle chit-chat. He will very bluntly tell a woman whether he likes her outfit or not within the first five minutes of their introduction. It would never occur to him to be gallant and lie charmingly. Women as companions do not interest him either. So many women he has met were out merely to get as much as they could get a man to spend on them. To Goldfinger they are all available at a price and as a result hold no challenge for him since he can well afford any or all of them.

Therefore, Goldfinger receives a +2 on his Willpower Ease Factor to resist a Seduction attempt. If the seducer at any time tries to pry any information specifically regarding Operation Midas Touch from him, Goldfinger receives a +4 on his Willpower Ease Factor to break off the Seduction.



ODDJOB

STR: 15 DEX: 9 WIL: 15 PER: 8 INT: 4

SKILLS (SKILL LEVEL/PRIMARY CHANCE)

Driving (7/15), Evasion (11/23), Hand-to-Hand Combat (13/28), Stealth (7/22), Torture (10/19)

HEIGHT: 5'11"	SPEED: 2
WEIGHT: 225 lbs	HAND-TO-HAND DAMAGE CLASS: C
AGE: Unknown	STAMINA: 36 hours
APPEARANCE: Plain	RUNNING/SWIMMING: 55 minutes
FAME POINTS: 21	CARRYING: 281-350 pounds
SURVIVAL POINTS: 8	

FIELDS OF EXPERIENCE: None

WEAKNESSES: None

BACKGROUND: Oddjob is a mute Korean who understands no English; Goldfinger gives him orders in Korean or through the use of prearranged hand signals. He is totally devoted to Goldfinger and would willingly lay down his life for the industrialist, or take anyone else's.

No one, not even Goldfinger, knows of Oddjob's background. Goldfinger found him while passing through a small village on one of his recruiting trips through Korea. The villagers spoke of a young man of gargantuan proportions and with superhuman powers. This young man resided on the outskirts of the village and lived off the land, occasionally earning money and special treats by removing tree stumps and the carcasses of dead livestock for local farmers.

When the villagers were being threatened by a wild mountain cat, they pooled their valuables and

sent to Seoul in search of a professional hunter. The large Korean heard of their trouble and, through sign language and head nodding, told the villagers he would get rid of the menace in exchange for two goats and three cats (a delicacy he particularly favors).

Without weapons, he disappeared into the hills and returned two days later, proclaiming success. When the predator did not return, the villagers gave him the goats and cats, and from that day forward treated him with respect and no little amount of fear.

After observing some of the feats the Korean could perform, Goldfinger decided the young man must have received martial arts training at some time in his life. The Korean has never confirmed or denied this.

Goldfinger convinced the Korean to become his personal bodyguard by promising to supply him with housecats as long as the Korean gave good service. He named the Korean Oddjob, cleaned him up, and schooled him in the arts of being a minimal valet and excellent chauffeur. Oddjob's inability to color-coordinate Goldfinger's outfits is not a bother since he is prized as a bodyguard above all else.

Oddjob's hands and feet are covered with a thick slab of calloused skin that lets him split wood and cement with ease. This carapace, though, makes it impossible for Oddjob to effectively use knives, guns, or swords. The only weapons he has are his hands, his feet... and his hat.

Oddjob is never seen without his derby. The brim of the hat is reinforced with a special alloy developed by Auric Enterprises. The edge of the brim is sharpened to a razor's edge by Oddjob every night (he takes meticulous care of his hat). The hat can be thrown as accurately as a knife, but the Damage Class is E because it raises the damage by two classes instead of one as with a knife.

PERSONALITY NOTES: Oddjob's reaction to the characters, or anyone else, is totally dependent on Goldfinger. He takes his cue from his master. His limited Intelligence precludes making his own judgment about people. However, while he is not smart, he is sly and cunning. He will not walk into a fusillade of bullets (unless it is to save Goldfinger from immediate harm). He will instead attempt to circle around behind the attacker and dispose of him.

For the most part, Oddjob walks around with a contented look on his face and will grin widely when complimented by Goldfinger or when he has the upper hand (for example, if a character hits him and he manages to Shrug Off the blow). He will even show his teeth when delighted, such as after dispatching a particularly troublesome enemy or when preparing a cat for dinner.

In a fight, Oddjob is cool and methodical. He does not get excited and flail away. Because of his superior abilities, he goes for a Knockout, not out of any merciful tendencies but because Goldfinger usually rewards him when he turns in a prisoner. Also,

because he knows he will probably get a chance to Torture the prisoner.

When faced with an opponent wielding a knife or gun who is beyond the range for Hand-to-Hand Combat, Oddjob will throw his deadly derby, either trying for damage or a disarm (depending on how early in the adventure it is). If he is within Hand-to-Hand Combat range, he will try to disarm his foe and then begin his cat-and-mouse style of fighting. If the situation does not give him a chance to immediately disarm a foe, he will retreat and attempt to outmaneuver his opponent until he comes upon a chance to disarm him.

However, if Oddjob takes any damage, he will take off the kid gloves (so to speak) and begin fighting to the death. Once these attacks begin, you should become very flamboyant. As an example, should Oddjob manage to Trip a character, he might then attempt to smash a control console or some other similarly heavy object on him. Remember that, though Oddjob may stand there and take a punch, he will never stand and let someone shoot him if he can avoid it.

Oddjob is impervious to feminine wiles. Any Seduction attempt will be met with a blank indifferent stare. Beyond that, there is the problem of getting him alone to seduce him; he never leaves Goldfinger's side unless ordered to do so directly by Goldfinger himself.



PUSSY GALORE

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

SKILLS (SKILL LEVEL/PRIMARY CHANCE)

Charisma (8/16), Driving (6/15), Evasion (7/14), Fire Combat (9/18), Hand-to-Hand Combat (7/12), Piloting (11/20), Seduction (3/11), Stealth (9/17)

ABILITIES: First Aid

HEIGHT: 5'6"

SPEED: 2

WEIGHT: 127 lbs

HAND-TO-HAND DAMAGE CLASS: A

AGE: 30

STAMINA: 28 hours

APPEARANCE: Striking

RUNNING/SWIMMING: 25 minutes

FAME POINTS: 25

CARRYING: 60-100 pounds

SURVIVAL POINTS: 2

FIELDS OF EXPERIENCE: Snow Skiing, Tennis

WEAKNESSES: Greed

BACKGROUND: As a tough, independent woman, Galore has always felt the need to prove herself superior to any man around. This could be a direct result of her

upbringing. As the only daughter in a large family, all the scut work fell to her. During this time, she was also attacked by her uncle during one of his drunken binges.

From that time on, she has displayed absolutely no emotional or physical attraction to men. Her one, all-consuming passion is flying and she is very good at it.

Galore is not evil or murderous, just mercenary and merciless... and frustrated. She tried to become a pilot with the major airlines but found the rate of advancement for women too slow for her tastes. She organized a group of female aerial daredevils called Pussy Galore's Flying Circus, but the show never made a profit. She then started her own air transport company, which started floundering and was bought out by Goldfinger. He developed her mercenary tendencies into larceny. He involved her in transporting some illegal cargo. Since the illegality of the situation did not bother her and since she proved she could keep her mouth shut, he made her his private pilot.

She knows all about Goldfinger's plot, but she will insist no lives will be threatened. She has been told that the bombs will be set off at a time when the workers' lives will not be in danger and that the surrounding cities will not be affected. Whether she really believes this story or just chooses to believe it is a matter left up to you. She has not personally killed anyone (yet) but is quite capable of it if necessary. She still might be saved from a life of crime by the right person.

PERSONALITY NOTES: Galore should be played as a frigid woman. She distrusts all men and, therefore, Seduction attempts against her will be very difficult (a -2 Ease Factor modifier) and will probably require the expenditure of Hero Points. Because of her innate distrust of men, she gets a +3 Ease Factor modifier on her Willpower roll to resist being seduced.

The energy most people have put into being social and carving out a family and social niche Galore has spent in striving for money and power. Some would say that she is overcompensating, trying to gain dominion over men in retribution for the power her brothers and uncles used against her.

Others would merely say that her greed supersedes all else in her life. But bribing her would not be too effective. She is not stupid. She knows what would happen to her if she crossed Goldfinger and he then caught up with her. No amount of money will sway her from his side.

Galore is comfortable with Goldfinger. He makes no advances so she does not have to be constantly on her guard. For the same reason, she is comfortable with Oddjob, but she does have some apprehensions with the Korean. She knows that he would snap her spine with the same indifferent air with which he holds open a car door for her.

TILLY MASTERSON**STR:5 DEX:4 WIL:4 PER:4 INT:6****SKILLS (SKILL LEVEL/PRIMARY CHANCE)**

Driving (4/8), Fire Combat (3/7), Hand-to-Hand Combat (3/8)

HEIGHT: 5'7"	SPEED: 1
WEIGHT: 120 lbs	HAND-TO-HAND DAMAGE CLASS: A
AGE: 26	STAMINA: 24 hours
APPEARANCE: Striking	RUNNING/SWIMMING: 10 minutes
FAME POINTS: 2	CARRYING: 60-100 pounds
HERO POINTS: 2	

FIELDS OF EXPERIENCE: Squash, Tennis**WEAKNESSES:** None

BACKGROUND: Jill Masterson, the young woman found dead in the Miami hotel room, was the sister of Tilly. Despite a continuing sibling rivalry, the sisters were devoted to one another.

Tilly was always the serious one who spent much of her time devoted to school and her hobbies. She kept to herself and was never part of the popular crowd. She always envied Jill her friends but never let this envy destroy their closeness.

Jill was a social gadfly, always going to parties, kicking up her heels, and having affairs with a succession of young men. She quickly realized that rich men wanted to be seen with an attractive young woman and would give her "gifts" in exchange for her company. The older and more successful a man was, the more generous the gifts. She became the companion of a succession of rich men and finally hooked up with Goldfinger although they were never intimate.

Jill kept in touch with Tilly until her death. When Tilly heard about the way her sister died, she knew Goldfinger was responsible. She is now out to kill him as she is sure such a rich man could never be convicted by the proper authorities. Killing Goldfinger is an obsession with her.

Tilly will go along with any plan that includes killing Goldfinger, but she is impulsive and will leap at the first opportunity. She has purchased a rifle (use Number 4 rifle attributes) and is planning to use it on Goldfinger. Any attempt she makes on Goldfinger before meeting the characters will fail (she is not a great shot).

PERSONALITY NOTES: Tilly is obsessed with killing Goldfinger and will take wild risks to do it. These actions may even endanger the characters' mission and get them captured. She will never be apologetic for her blunders, and instead will insist that, with a little more assistance, she would have succeeded and killed Goldfinger.

There are no modifiers applied should a character wish to Seduce Tilly. However, if they are Seducing her to quell her lust for revenge, she gets a +3 Ease Factor modifier to resist the Seduction. She is a very determined woman.

If questioned about Jill, she will insist that her

sister may have been a little wild and irresponsible but, underneath, was a good girl. Her obsession to kill Goldfinger began when she had to identify the gilded body of her sister in Miami. After hurried preparations, she began tracking him but has had no clear shot at him. She will catch up with Goldfinger at Gstaad (see Locations, Part IV).

DR. SUNG HI LING**STR:6 DEX:6 WIL:7 PER:7 INT:11****SKILLS (SKILL LEVEL/PRIMARY CHANCE)**

Electronics (13/24), Science (13/24)

HEIGHT: 5'4"	SPEED: 1
WEIGHT: 130 lbs	HAND-TO-HAND DAMAGE CLASS: A
AGE: 66	STAMINA: 28 hours
APPEARANCE: Normal	RUNNING/SWIMMING: 25 minutes
FAME POINTS: 189	CARRYING: 60-100 pounds
SURVIVAL POINTS: 4	

FIELDS OF EXPERIENCE: Chemistry, Computers, Mechanical Engineering**WEAKNESSES:** None

BACKGROUND: Dr. Ling worked as a nuclear physicist for the People's Republic of China until about nine years ago when his megalomaniacal tendencies clashed with the growing detente with the rest of the world. Ling was educated in the United States and served as a minor technician on the Manhattan Project. He returned to his native land shortly after World War II, where he became a leading figure in the Cultural Revolution of 1949. He then devoted himself to giving China nuclear superiority over her enemies. Information is sketchy until about nine years ago when he was reported by U.S. Intelligence to have been in India. The rumor that he left China in disgrace is apparently true. Ling now offers his services to whoever can meet his price, including private concerns and terrorists groups.

While the characters may never have any direct contact with Ling, he is a clue as to the nature of Goldfinger's plot. The characters should get a Perception roll to recognize him as per the Fame rules in the Basic Game book. The introduction of a nuclear physics expert when they reach Gstaad should alert them that something more than smuggling is going on.

PERSONALITY NOTES: Ling is more than a trifle nervous about Goldfinger's plan, although he will not show it. His concern goes far beyond the normal, but that may be because of his paranoia. He is terrified of any hint of the plan being leaked out.

Ling is vocal and power-hungry, but he is not very brave. He will run at the first sign of trouble and surrender if he is about to be harmed. He has a low tolerance to pain (-3 Ease Factor modifier on all Pain Resistance rolls). Should the characters corner him and Interrogate him, he will reveal everything he knows if they are even remotely successful.

Part IV. Locations



In this section you will find descriptions of the important sites of this adventure. Only those areas that contain the most important information for the characters have been given detailed descriptions. The rest are just given a very general description or

merely named. You should do everything you can to lead the characters to the areas containing the important information. Usually the description of that area makes it stand out and, therefore, intrigue the players. But nothing is ever guaranteed.

A. The Royal St. Marks

Players familiar with the movie will remember the golf match between Bond and Goldfinger. In their zeal to try to recreate the movie as closely as possible, they may decide to meet Goldfinger on the links at the Royal St. Marks. Warn them, however, that the golf game will only be a twosome and therefore only one character can play against Goldfinger. There is no reason to discourage them from doing this. However, be watchful they do not decide the entire adventure parallels the movie just because they can recreate this scene.

The Royal St. Marks is a private course and requires golfers either be members or be accompanied by a member. If you are utilizing the optional rules, then any character with a Field of Experience in Golf can be considered a member. If you are not using the optional rules, then you should arbitrarily decide to have one of the characters be a member, have M.I.6 arrange quick membership, or have a member escort the character.

Characters who are established members are considered to be familiar with the operation of the club and its personnel. In addition to an excellent golf course, the club offers a fine restaurant, bar, an equipment and repair shop, and lessons. The club professional is Alfred Blacking, who will certainly know the character. He runs the shop, gives the lessons, and can be hired to play a round of golf with

anyone who does not have a partner. As a regular golfer, the character even has a favorite caddie, a feisty old Scot named Hawker. Established members of St. Marks receive a +2 Ease Factor modifier on any personal interaction rolls with these NPCs.

If the character approaches Goldfinger directly about playing a round of golf, Goldfinger's initial reaction will be Antagonistic. He is very suspicious of people who approach him directly. If the character arranges the match through Blacking, however, Goldfinger's initial reaction will be Neutral.

Blacking is a forthrightly honest man who is proud of his position in the club. The character will have to Persuade him to arrange the match. Blacking's Willpower is 5. If the character is an established member, he receives the +2 Ease Factor modifier mentioned above. If he has the bad taste to try to bribe Blacking, he receives a -5 Ease Factor modifier to the Persuasion roll.

Hawker will be available to caddy for the character playing against Goldfinger. If another Player Character caddies, he should receive any logically applicable rolls outlined below. Oddjob will caddy for Goldfinger.

Goldfinger plays golf with the same ruthless zeal he exhibits in all his endeavors. While he will play with someone for sport, he is more interested in playing when there is a bet on the game. His love of the

game is so great that he even had a special outfit made for when he plays.

It is like one of those outfits seen in a W. C. Fields' movie, commonly called a Plus-Fours outfit. Everything in Goldfinger's outfit matches. The jacket and knickers are both of the same rust-colored tweed fabric along with the buttoned "golfer's cap." His orange shoes almost match the bright red-orange of his hair. His socks are of a heather mixture with green garter tabs.

The cumulative effect of this outfit makes Goldfinger look more than a trifle eccentric when one considers that most golfers wear comfortable slacks, knit shirts, and a pullover sweater for playing in cooler weather. It is as if Goldfinger went to his tailor and said, "Dress me for golf — you know, as they do in Scotland."

Even his golf bag and the color of his clubs match the suit. One almost expects him to use matching balls and tees, but they are the standard white.

Oddjob's caddying outfit is the same as his normal dress: black three-piece suit, white shirt, black knitted tie . . . and, of course, his bowler hat. He does wear regulation golf shoes, however.

BETTING ON THE GAME

It is at this point that the Nazi gold bar appeared. Bond dropped it at Goldfinger's feet, causing him to miss an easy putt. Bond wound up betting the gold on the outcome of the game. Bond discovered Goldfinger cheating, did some cheating of his own, and won the game. He then took Goldfinger's check and the gold bar disappeared from the movie.

Goldfinger will welcome any wager, whether for the gold bar or merely currency. If the characters suggest they bet on the game, Goldfinger will eye them speculatively and ask what kind of stakes they are talking about. Any bet under 1,000 pounds (about \$1,700) will merely bring a shrug and he will try to up the stakes to that level. As he says, "Otherwise, it's hardly worth uncovering my clubs." The higher the wager, the more impressed he will be.

If the characters do not suggest betting on the game, then Goldfinger will.

RESOLVING THE MATCH

If there is no bet on the match, make an Ease Factor 5 DEX roll for the character and Goldfinger. The better Quality Rating wins the match. If the match ends in a tie (that is, the Quality Ratings match), Goldfinger will not care. If the player demands a clear winner, then explain that they can play out a few more holes. Make a Dexterity roll as above for each hole. The first one to win a hole wins the match.

No matter which way it goes, the match will end with Goldfinger thanking the character and going on his way if the characters do nothing more than play the match. The results of any other actions should be refereed according to the Basic Game rules.

If there is a bet made, the game is resolved by determining who wins the most holes. This will involve making a Dexterity roll for each hole in the match. Since fairways have differing degrees of difficulties for traps, hazards, dog-legs, and the like, there are different Ease Factors for the holes:

GOLF GAME CHART

	GOLDFINGER CHARACTER			GOLDFINGER CHARACTER			GOLDFINGER CHARACTER	
1st Hole EASE FACTOR 7			7th Hole EASE FACTOR 7			13th Hole EASE FACTOR 7		
RUNNING TOTAL			RUNNING TOTAL			RUNNING TOTAL		
2nd Hole EASE FACTOR 5			8th Hole EASE FACTOR 3			14th Hole EASE FACTOR 5		
RUNNING TOTAL			RUNNING TOTAL			RUNNING TOTAL		
3rd Hole EASE FACTOR 7			9th Hole EASE FACTOR 7			15th Hole EASE FACTOR 7		
RUNNING TOTAL			RUNNING TOTAL			RUNNING TOTAL		
4th Hole EASE FACTOR 7			10th Hole EASE FACTOR 5			16th Hole EASE FACTOR 3		
RUNNING TOTAL			RUNNING TOTAL			RUNNING TOTAL		
5th Hole EASE FACTOR 3			11th Hole EASE FACTOR 7			17th Hole EASE FACTOR 5		
RUNNING TOTAL			RUNNING TOTAL			RUNNING TOTAL		
6th Hole EASE FACTOR 5			12th Hole EASE FACTOR 3			18th Hole EASE FACTOR 3		
RUNNING TOTAL			RUNNING TOTAL			MATCH TOTAL		

Roll using each golfer's Dexterity at the Ease Factor for that hole. The lower Quality Rating wins that hole. If the Quality Ratings are the same, the hole is a tie. If the roll is 100, then the ball was hit deep into the rough. It requires a Perception roll at Ease Factor 4 for each golfer and caddy who are looking to find it. If the player's character find the ball, it is the player's decision whether to announce it or not. Hawker's Perception is 6.

Keep track on the Golf Chart of who won which hole. At the end of the match add up the totals for the game. The golfer who won more holes wins the match. There are spaces on the chart so you can keep a running total for each golfer. After each hole announce the standings. If either golfer wins so many holes that the other has no chance to catch up, the match is over and the golfer with the higher total wins the match.

The longer method is needed for the wagered match because of Goldfinger's propensity to cheat.

CHEATING

There's an old golfer's saying that it's never too early to start winning. For Goldfinger it's never too early to cheat. Unfortunately, there is not much you can do about someone cheating at golf except not play with them again. After all, it usually comes down to one person's word against another, with the caddies siding with their player to get a larger tip.

So the aggrieved player either stoically endures the cheat, cancels the game and walks off the course, or he cheats back. With a little luck and timing, he may even cheat better and beat the other player at his own game.

If Goldfinger ever falls three holes behind, he will begin kicking his ball to a better location, shaving a few strokes off his score, tossing his ball out of the rough, and the like. The method for cheating at golf is similar to the one for gambling (see Chapter 7) — you are going to lie to the players regarding Goldfinger's Quality Ratings. When you decide Goldfinger will begin cheating, you will always ask the players to declare their Quality Rating first. When you announce Goldfinger's Quality Rating, adjust it so he will have won the hole, this will be his *Stated Quality Rating*. Note on a sheet of paper his *Actual Quality Rating*.

Players, forewarned by the telegram from Halliwell (see the Briefing for the Characters in Part II), should be on the lookout for Goldfinger cheating. If they voice any suspicions, give them a Perception roll at an Ease Factor equal to the Actual Quality Rating of Goldfinger's roll.

For example, you roll a Quality Rating 4 for Goldfinger. The player rolls a Quality Rating 3 for his character. You announce Goldfinger rolled a Quality Rating 2 (*Stated Quality Rating*). The player balks; he thinks something shady is going on. Let him make a Perception roll without giving him the

Ease Factor. Instead, roll it yourself with an Ease Factor of 4 (the Actual Quality Rating of Goldfinger's roll). Using the Skill Use Chart as a guide, you can tell the player what his character may or may not have seen, depending on the Quality Rating of the Perception Roll.

If the players are just accepting what you say without question, you should give them a chance to become aware of Goldfinger's chicanery. This can be done either by making a Sixth Sense roll for the character or staging the following scene from the movie: No matter what the roll for Goldfinger's shot, announce that it went into the rough and, as Goldfinger, ask the characters for help in finding it. If the player's character succeeds in finding the ball, tell them they have found it deep in the rough. Before he calls out he found it (if he decides not to tell him, all the better), have Goldfinger announce that he has found it at the edge of the rough.

The discrepancy stems from Oddjob dropping a new ball down his pants leg. If the player's Perception roll resulted in a Quality Rating 2 or 1, he not only found the ball but noticed Oddjob dropping the second one.

At this point the players may decide to try to cheat. They can do it the same way Goldfinger did. Explain that they must tell you the actual Quality Rating of their Dexterity roll, but can state a better Quality Rating to represent the score the character tells Goldfinger. Then roll against Goldfinger's Sixth Sense at an Ease Factor equal to the actual Quality Rating to see if he notices any irregularities. If he does, you must still make a Perception roll to see if he actually caught the character cheating.

If the player decides to use Hero Points to change the Quality Rating of the Dexterity roll, his character has not cheated in the game. The final Quality Rating, after modifications for Hero Points, is considered the actual Quality Rating.

After the match all wagers will be settled. Tradition calls for the winners to buy the losers a drink. Should Goldfinger be beaten, though, he will hardly be in a social mood, especially if he caught the character cheating but could not do anything about it.

Goldfinger does not like to be beaten and he will demonstrate how he deals with people who cross him. He will get Oddjob's attention, point to his hat and then to one of the statues that decorate the grounds of the club. With unerring skill, Oddjob will throw the hat and neatly decapitate one of the statues (no roll is necessary for purposes of this demonstration). Oddjob will then lope off to retrieve the hat (it does not return automatically).

If the characters are suitably impressed, Goldfinger will smile thinly at his small triumph. Goldfinger is not worried about having to replace the statue. After all, he owns the Royal St. Marks.

THE ROLLS ROYCE

Should the players send their characters to the Royal St. Marks, they will get their first look at Goldfinger's vintage Rolls Royce. As noted in the Briefing for the GM, it is a 1937 Rolls Royce Phantom III, Sedanka DeVille model. During those years the Rolls Royce company would produce only the chassis. This chassis was then sent to several manufacturers licensed to build the bodies themselves.

To give the characters a chance to earn Hero Points, you may give them an Ease Factor 4 Driving skill roll to fully identify the car. Depending on the Quality Rating of the roll, you may tell them all or parts of the following:

"While it would take a minute inspection to determine exactly where the body was created, it is most likely from H. J. Mulliner or Windover's. The car has a 12-cylinder engine. While heavy and hard

to handle, it can cruise comfortable all day with little more than a whisper of noise.

"The chauffeur's seat has a detachable roof, and a speaking tube runs to the passenger compartment. The upholstery in the front is leather while the passenger section has 'West of England' broadcloth. Also in the back are a bar, a fold-down deskette, and a telephone."

Goldfinger is very comfortable in the car and often sleeps through the drives.

The Rolls attributes are:

PM	RED	CRUS	MAX	RGE	FCE	STR
-1	5	60	90	200	4	9

The extra weight from the gold parts is hardly noticeable to the casual observer, since Goldfinger has had hydraulic shocks installed in the car. These heavy-duty shocks are noticeable only if a character crawls under the car.

B. Auric Mining

This is the most logical starting place, considering the telegram from Halliwell and the fact that Goldfinger is headed for here directly from England. The players may decide to have their characters follow Goldfinger down or precede him.

In any event, there are two important discoveries for them to make here. First is that the mine is a phony. This fact will be obvious to any character who travels down the mine, inspects the refining buildings, or overhears a conversation between Goldfinger and the foreman. The second is that Goldfinger's next stop is Auric Enterprises in Gstaad. The characters can discover this information by searching Goldfinger's office and finding the correspondence between Goldfinger and the Chamber of Mines or through the conversation mentioned above.

The correspondence can be found either by going into Goldfinger's desk or files and discovering it, or by going through the security chief's office. The conversation can be overheard during any encounter with Goldfinger and the foreman (see Encounters in this section). Once the characters are inside the compound, give the players the Auric Mining handout from the Mission Envelope.

GETTING TO AURIC MINING

Auric Mining is located outside Johannesburg, about a fifteen minute drive from Center City (see the map in the Thrilling Cities section). The exact location of the mine can be found by the characters using a map of the area and either looking through public records or by checking with officials at the Chamber of Mines in Johannesburg.

Another method is to pick up one of the major Johannesburg newspapers. They are carrying a

story about the total curtain of secrecy that Goldfinger has drawn around his mining site. It details how the Chamber of Mines is considering revoking Goldfinger's membership unless they get a chance to inspect the site. The Chamber is greatly concerned that the "new methods" being utilized by Auric Goldfinger are hazardous to the mine workers. Even though the workers are not native South Africans, the Chamber is still worried about their welfare.

If the characters do not pick up on any of these methods, you can have them overhear the following news report on a radio or television:

"International industrialist, Auric Goldfinger, is not expected to answer charges made by the Chamber of Mines during his upcoming visit. Auric Mining has been the center of controversy since it was sunk six months ago. For further details we go to our correspondent, Ridgely Watson at the Chamber of Mines."

"I'm standing in front of the Chamber building, speaking with Lord Justley, one of the directors. Lord Justley, exactly what is it the Chamber wants of Auric Goldfinger?"

"As you know, it is the Chamber's responsibility to oversee the operation of gold mines in South Africa. We accepted Goldfinger in good faith, but when we requested to inspect his facilities, he flatly told us we had no right to look around. When we insisted on the premise that we had to make sure the South African miners were working under safe conditions, he informed us he was not hiring locals. Instead he has brought in his own people to work the mine.

"We've been tolerant up to now because Goldfinger is supposed to have some kind of new mining process which, supposedly, will make all other methods obsolete. But we've reached the end of our patience.

We have just voted to demand that Goldfinger let us inspect his mines within a month, or he will have to shut down his operation."

"Thank you, Lord Justley. Well, there you have it, Roger. Lord Justley and the Chamber seemed determined to get a look at Goldfinger's operation even to the point of threatening to take away his right to mine at all. We now return to you, Roger."

"Auric Goldfinger was unavailable for comment, but throughout this controversy he has held rigidly to the stand that his new process is proprietary and he cannot take a chance on any leaks. Business people following this battle will finally get the answer to what happens when the irresistible force meet the immovable object."

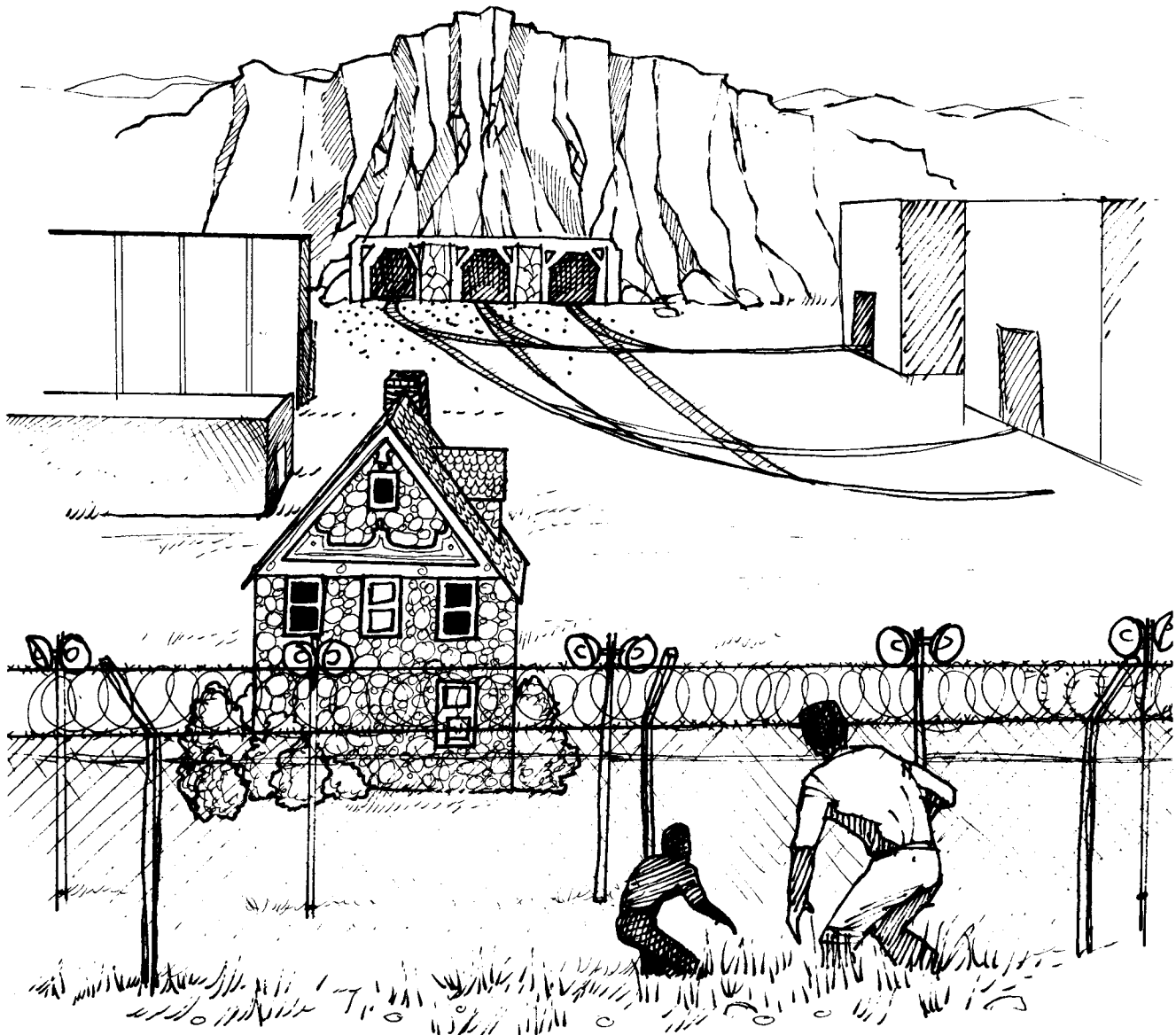
The mining site is easily accessible by car. As the characters drive out a main road, they will see a sign marked "Auric Mining," directing them onto a side road. The main gate is a quarter mile along this road.

THE MAIN GATE

While getting to the main gate is easy, getting through the gate is not. Security around Auric Mines is incredibly tight. But this is not unusual as tight security is standard around gold mines and refineries. This is especially true since the discovery of the theft of 5.6 million pounds (\$9.7 million) worth of platinum and gold from the nearby Rustenberg refinery.

Two Korean guards stand watch in front of the gate while a third sits in a guardhouse. All three guards are armed with Uzi's, Colt Pythons, and compressed air dart guns (see Guards, this section). The guardhouse contains a radio set that lets the guard communicate with the security chief's office. Next to the radio is a large red button that activates the alarm. Should anyone try to bully their way through the gate, the guards will forcibly detain them. Admission to the compound is by appointment only.

The main gate is opened electronically from inside the guard house. When a visitor arrives, the



guard radios to the head of security to verify the appointment. If the appointment is verified, the visitor is asked to leave the car outside the gate and one of the company's jeeps will be sent along to drive them to the main part of the compound. Visitors who refuse to comply with these restrictions will be turned away at the gates. Any Persuasion attempt will fall on unreceptive ears. The one guard who speaks English has his orders and will let no one by without proper authorization.

The gate is flanked on both sides by cliff walls. The gate is also electrified and connected to the alarm system. Characters in vehicles may try to smash down the gates, but any such attempt receives a -3 Ease Factor modifier to the Force maneuver. Characters attempting this maneuver will find themselves the target of the two guards Uzi's. The third guard will sound the alarm.

There is no way to drive a vehicle around the gates and any off-road driving requires a rough-terrain vehicle like a Jeep or Land Rover. With such a vehicle, the characters can get within 200 feet of the main compound without being seen, using the hills as cover.

THE MAIN COMPOUND

The main compound is situated in a valley. On the north it butts up against a sheer rock wall, 150 feet tall. At the base of this cliff are the three entrances to the mines. On all other sides the landscape slopes up at about a 45-degree angle. Characters traversing this area receive a +3 Ease Factor on any Stealth roll due to the scrub they can use to hide behind.

Except for the side with the cliff face, the entire compound is surrounded by parallel fences that are 50 feet apart. The outer fence is electrified and may be bypassed by using the Electronics skill. The area between the two fences has been entirely defoliated (-3 Ease Factor on Stealth). The inner fence is not electrified. Neither fence is connected to the alarm system. On top of each post of the inner fence are two spotlights. When an alarm is sounded, these spotlights illuminate the entire area between the two fences.

The inside perimeter of the compound is patrolled by guards. The guards work in shifts. There are 18 guards, patrolling in three shifts of six men. Three guards man the front gate while the other three patrol. Halfway through the eight hour shift they change places. The patrol guards get into a jeep and drive to the main gate. The relieved guards drive the same vehicle back. This process takes about three minutes. During this time there are no interested parties to hear anything should the characters make any noise. However, any unconcealed hole in the fence will be noticed within ten minutes of the new guards starting patrol.

At the end of their shift, the guards will wake their relief shift, who are sleeping in security head-

quarters (building 3). The guards then head for the workers' quarters (buildings 5 and 6). There they wake up the third shift of guards who adjourn to the security building to finish out their time off.

BUILDINGS

Anyone observing the compound will be struck first by the makeshift appearance of the site. The buildings are obviously prefabricated and covered with a film of desert dust. Most of the buildings are one story, the immediately noticeable exceptions being buildings 10 and 11. These buildings are close to two stories tall and made of brightly painted brick with frosted glass windows high up on the walls. Building 5 and 6 are also two story but are prefabricated and have the definite look of being temporary.

If your players make too much of the nature of the buildings, remind them many companies try to save money by using temporary structures until they are sure the site will be permanent.

A slightly longer look at the compound will reveal the one building that is so totally out of place as to be more logically a mirage . . . a pleasant English-style country cottage.

Goldfinger's Cottage (Building 1)

This is Goldfinger's cottage. He and Oddjob are the only two who ever use the cottage. The worker's would never think of going in except for routine maintenance, mine business, or if they thought an intruder was inside. The exterior of the cottage is covered with dust, completely obscuring the color of the shingles (gold, of course). The entire interior decor of the cottage is done in various shades of gold and muted yellow.

The ground floor contains a reception/living room (A), dining room (B), kitchen and walk-in refrigerator (C), Goldfinger's den/office (D), and fully equipped bathroom (E). The second floor has Goldfinger's bedroom and bathroom (F, G), guest bedrooms (H, I), and Oddjob's room (J).

All the furniture is comfortable and well-kept. It is either upholstered in gold or has gold trim or leaf worked into it. All fixtures have a gold finish.

While players may have their characters investigate every room of the cottage, their most important discovery will be in the office/den on the ground floor. In a locked three-drawer filing cabinet behind Goldfinger's desk, the characters can discover the correspondence between the Chamber of Mines and Auric Mining.

The correspondence has been going on for about three months and has been getting more and more heated. The Chamber started out by asking politely if they could send representatives to inspect the Auric Mining site. Goldfinger's reply was a polite but firm no. The Chamber then became insistent about their right to protect the South African workers and about their responsibility to make sure the

working conditions posed no health hazard. Goldfinger then replied that, since his workers were all Korean, the Chamber could relieve itself of any feelings of concern. He explained that his process was completely new and had to be kept absolutely secret until proven. He owed it to his stockholders to maintain strictest security and allow not even the chance of a leak. He was sure the Chamber would understand.

Apparently the Chamber did not. Two of the handouts in the Mission Envelope represent the latest correspondence between the Chamber and Goldfinger. These letters are not in the locked cabinet. The handouts should be given to the players as indicated below.

The date on Goldfinger's reply to the chamber indicates he wrote it that day. If the characters preceded Goldfinger to Auric Mining, they will find the Chamber's letter on Goldfinger's desk still in its envelope. When Goldfinger arrives, he will open the letter and type out his reply. He will leave the Chamber's letter and a copy of his reply on the desk. So they will not see the reply until after Goldfinger arrives.

Garage (Building 2)

Building 2 is the garage. The five jeeps used on the compound are parked behind the building and maintained there. There are three repair bays, complete with lifts and grease pits. Along the south wall is a workbench. Along the west wall are shelves lined with spare parts for the jeeps. Every conceivable spare part is here since Goldfinger wishes to keep the compound as independent of the outside world as possible.

The jeep's attributes are:

PM	RED	CRUS	MAX	RGE	FCE	STR
-1	4	40	90	300	2	8

While the grounds inside the compound fence are firm enough to allow any type of vehicle to ride on, the surrounding countryside is another matter. Ordinary cars and trucks would easily get caught in the sand or fouled by the underbrush. Only a vehicle like a Jeep or a Land Rover can traverse the countryside without getting stuck.

Just south of the garage are two gasoline pumps. The tanks for the gasoline are buried about ten feet underground. These pumps are never locked.

Security (Building 3)

Building 3 is the place the characters should hope never to enter. This is security headquarters where the next shift of guards sleep and all trespassers are taken for Interrogation. Area A is the security chief's office. His statistics are the same as the other guards (see Guards section below) except that he has an Interrogation skill of 6 and Torture at 4. He speaks flawless, idiomatic English.

While the initial Interrogation will take place in his office, any further Interrogation will take place in one of the rooms marked D. These rooms are special-

ly designed to be used as holding rooms or interrogation rooms. Unlike the rest of the building, these rooms are not air conditioned and on sunny days can reach a temperature of 35 degrees greater than the outside temperature. High intensity lights on tripods are in each room.

The captive is strapped in a metal chair that is bolted to the floor. The lights are placed around them and the Interrogation begins in earnest. (Using these props gives any Interrogation attempt a +2 Ease Factor.) Physical Torture is rarely used as it would leave marks and evidence, and might get the local authorities suspicious. There have been a few industrial spies caught and questioned, and then released to the local authorities, but so far no one has died from the security chief's handling. There is a first time for everything, however.

Areas B and C are the sleeping quarters and bath. The room is partitioned into ten-foot wide areas. The beds are nothing more than cots with thin mattresses. There are two cots in each partitioned area with a locker/dresser between the cots. The bathroom/shower is little more than two open toilets and two showerheads in the wall. The guards do not resent the comfort Goldfinger enjoys in the cottage. Since they were recruited from the poorest villages in Korea, they consider their present condition luxurious.

Infirmiry (Building 4)

Injured workers or trespassers will be able to enjoy the hospitality of building 4, the infirmiry. Area A is the emergency treatment area. Some workers have been trained in First Aid and can set broken bones and take care of most injuries. They cannot perform operations; all workers injured beyond the capabilities of the paramedic workers are rushed to the hospital in Johannesburg.

Those who can be treated and need convalescent time are bedded down in area B. There are six beds in this room and a supply cabinet along the west wall. As in the garage, all equipment is state-of-the-art and the supplies are well stocked to keep this facility independent from the outside world. Characters with the Science skill may try to produce knockout drops or poisons, using the chemicals in the infirmiry. If you are using the optional rules, the character must have the Field of Experience of Biology/Biochemistry or Chemistry. They receive a -2 Ease Factor modifier. The character can only make up three doses of either knockout drops or poisons.

There is, however, a bottle of chloroform. Characters trying to use chloroform to put an NPC to sleep must perform a Restrain as in Hand-to-Hand Combat. The victim receives an Ease Factor 7 Willpower roll to avoid going unconscious in the first Action Round. The roll is repeated each succeeding round but with a cumulative -1 Ease Factor modifier. If the roll is successful, the victim may try to break the Restrain. If the Willpower roll ever fails, the victim falls unconscious.

Dormitories (Buildings 5 and 6)

Buildings 5 and 6 are two-story dormitories for the workers. As in building 3, the areas are divided into 10-foot sections and the bathrooms are just as spartan and dreary.

In addition to the 18 guards, there are 87 mine workers and nine commissary workers on the compound. The mine is worked 24 hours a day by three shifts of 29 men each. The commissary is also kept going around the clock. During a shift change, the compound is abuzz with people. While the crews are down in mine shaft, the only activity above ground are the 10 workers in the refinery building (leaving 19 to go down the mine), the commissary workers, the patrolling guards, and the odd off-time Korean worker stretching his legs.

The workers are devoted to Goldfinger and consider their living conditions to be comfortable. Goldfinger recruited most of them during tours of Korea from some of the poorer villages, so anything to them is a step up. They do not understand English, except for the three foremen and the security chief. Goldfinger does speak some Korean but has the foremen translate when the orders get complicated.

Commissary (Building 7)

The mess hall/commissary is building 7. The workers file into area A, taking trays and lining up along the north wall where, through a large opening to the kitchen, they receive their meals. The food is then taken to the long tables. Each table can comfortably accommodate eight men. This is more than enough room, considering the number of workers and guards.

The kitchen (B) is a stainless steel wonder, packed with every modern convenience to prepare meals for a large, hungry group. The walk-in freezer (C) is well-stocked. The meals are overseen by three cooks on staff and are nutritious but incredibly bland.

The two oblong-shaped objects (D) next to the mess hall are tanks. The one closest to the building contains 3000 gallons of drinking water. The other tank holds 5000 cubic feet of natural gas for the stoves and burners in the kitchen. These tanks are well-insulated against the heat of the sun. There are signs around the tank in Korean and English that warn about the hazards of smoking around this area. There is really little chance of the tanks exploding due to a carelessly discarded cigarette. Someone would have to be deliberately trying to detonate the tank to have it go up.

Should some character try to detonate the tank, they should find it easy if they have brought at least enough explosive to blow a hole in a door. The tank has just recently been filled, as indicated by the gauge on the side. The resulting explosion will immediately incinerate anyone or anything within 75 feet. Everything for the next 50 feet that is inflammable will burst into flames. The fireball from the explosion will be easily visible in Johannesburg and will bring authorities to investigate.

It is recommended that you apprise the players of this should they decide to blow the tank. It will effectively reduce every building except 10 and 11 to ashes or rubble within an hour.

Note: Some overeager players may decide to blow up the tanks or the compounds, perhaps as an afterthought when they are preparing to have their characters leave. Such an explosion would certainly raise Goldfinger's suspicions and run directly contrary to the letter and spirit of M's wishes, making the mission a failure.

Generator (Building 8)

Building 8 contains the main generator for the compound. It also has the air conditioner/purifier which replenishes the air in the mine shafts below and keeps the temperature down there at least bearable.

If this building is destroyed, the entire compound will go dark. Within 15 minutes, however, portable gasoline generators will be in place to power the infirmary, mine shaft and the spotlights. The first order of business will be getting the workers out of the mine. Any workers in the mines one hour after the generator goes off will die of suffocation and heat.

Rubble Piles (Area 9)

Just south of the generator building in area 9 are piles of rubble. The rock taken from the mine is transported on mine cars to building 10. After going through building 10, the crushed rock not containing gold ore is moved to these piles. Once a month, trucks come and remove the rubble.

On-Site Refinery (Building 10)

Buildings 10 and 11 are identical from the outside. They are both about two stories tall with frosted windows about fifteen feet off the ground. Railroad tracks for the mine cars connect these buildings with the three openings in the cliff wall that are the entrances to the mine.

Building 10 is a fully equipped on-site refinery. The cars from the mine are moved here on the tracks and their contents are dumped into a crusher where the large rocks are reduced to the size of pebbles. Once through the crusher, the pebbles are taken and put through either the amalgam machine (A) or the cyanidation tanks (B). The amalgam machine first mixes the rock with water to form a pulp. It is then sent through traps where the metals separate according to weight and are finally passed over copper plates coated with mercury. The gold will bond with the mercury. After enough gold has been collected, the plates will be sent to the Rand Refinery in Germiston where the gold will be separated from the mercury.

Other ore will be dumped into the large tanks filled with cyanide, and then zinc plates are lowered into the tank from the ceiling. In the solution the gold separates from the ore and joins with the zinc. These plates will also be sent to the Rand Refinery.

The leftover rubble from both processes is then taken to the rockpiles in area 9.

While all this is the usual method for removing gold from ore (albeit on a small scale), the amalgam machine and the cyanide tanks show very little wear. Since they look practically new compared with the crusher, any character making an Ease Factor 7 Perception roll will notice the discrepancy.

Fake Refinery (Building 11)

On the outside, building 11 looks like a twin to 10. Inside, though, it is empty. There are only a set of spotlights to illuminate the windows and a sound system with a continuous loop tape so that people listening at the doors will hear the sounds of work.

The only other item in this building is a small smelter. This is the final destination for Goldfinger's Rolls Royce. The car will be driven into this building and disassembled, and the gold parts melted down and replaced with parts of regular metal. Then Goldfinger will have the car flown to Zurich airport aboard the transport plane along with himself and Oddjob. From there, he plans on driving to Auric Enterprises outside of Gstaad.

The doors to both these buildings are locked quite securely. Anyone trying to pick these locks does so with a -2 Ease Factor modifier.

Showers (Building 12)

Just outside the mine entrances is a small building with large doors (building 12). Workers coming off their shifts in the mine go through this building to remove their dirty overalls and shower off the grime of tunneling. Also in here are a rack of industrial-strength washing machines to get the overalls reasonably clean.

The Mine (Area 13)

The three entrances of the mine all lead to one big room cut out of the rock. Along the east wall of this room are the racks for the miners' equipment (shovels, picks, and the like). In the northeast corner is one of the portable generators. There are two open elevators which descend 500 feet. At that level there are three tunnels, dug horizontally. These tunnels are only about five feet high. Anyone going into them must either crouch or ride along the tracks. The workers ride low-lying mine cars that ride on tracks in the tunnel floor; the cars take them to where the new day's excavation is planned.

If a character gets down into the mine and investigates, you should have them try to make an Ease Factor 5 PER roll to notice that some veins of gold have been bypassed rather than worked.

ENCOUNTERS

Once the characters get on the compound, there should be a check made every 15 minutes they spend on open ground to see if they have an encounter. To see if there is an encounter, roll a D6 and check the Compound Encounter Table.

COMPOUND ENCOUNTER TABLE

D6 DIE RESULT	ENCOUNTER
1-2	No encounter
3	D6 Korean workers
4	D6 patrolling guards
5	Oddjob and guard
6	Goldfinger and foreman

If the characters encounter Goldfinger and the foreman, they will see Goldfinger heading for his cottage. They will overhear Goldfinger telling the following information to the foreman:

"I know what the Chamber is threatening, but it no longer worries me. You have your instructions. Tomorrow mix the gold with impurities and send it off to the Rand Refinery. The final shipment will be here in about two days. Just place the equipment, and begin having the men leave the site right afterward. I must get to Gstaad to check on the shipment and make sure everything is in order. The letter I wrote to them should stall the Chamber until this whole operation is complete."

AURIC MININGS' GUARDS

There are 18 guards for the compound. They patrol around the clock in three shifts. Three guards walk patrol along the inside perimeter of the inner fence and three others man the main gate. Four hours into their shift they rotate duties. The three walking patrol are driven out to the gate and the jeep returns with the three who were at the gate.

The next shift of guards are resting in the bunks in security headquarters. When shifts are changed, the replacements are driven to their posts and the relieved guards are driven to the workers' dormitory (buildings 5 and 6). These guards wake up the third shift who spend the rest of their off-time in the security building.

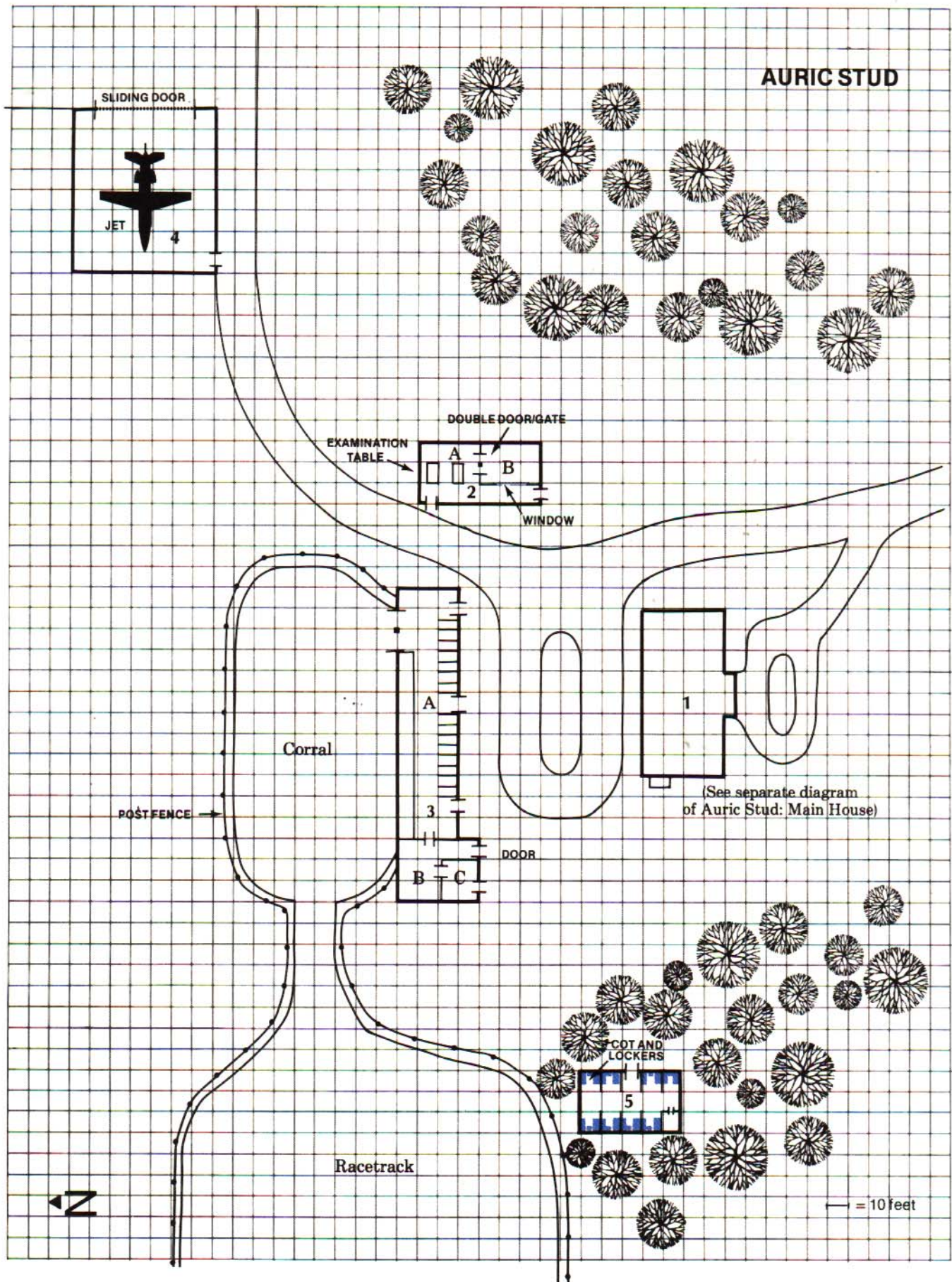
This system was recently initiated because Goldfinger has increased the number of guards from 9 to 18 and there are not enough bunks in security headquarters for all guards. It is a bit cumbersome but fortunate for any characters since the changing of the guards takes longer.

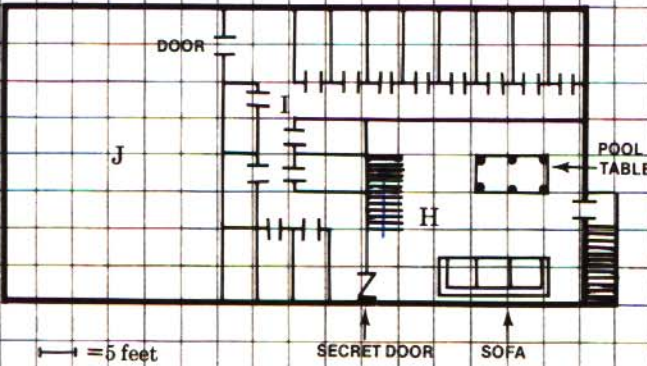
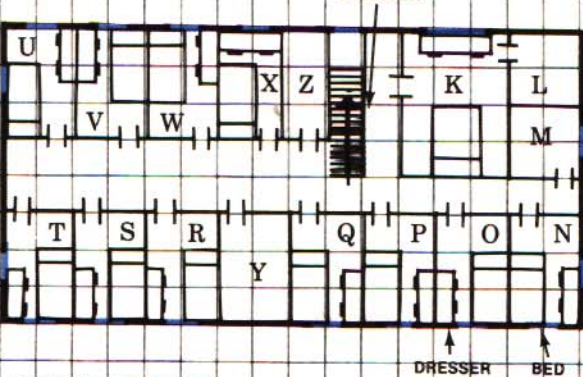
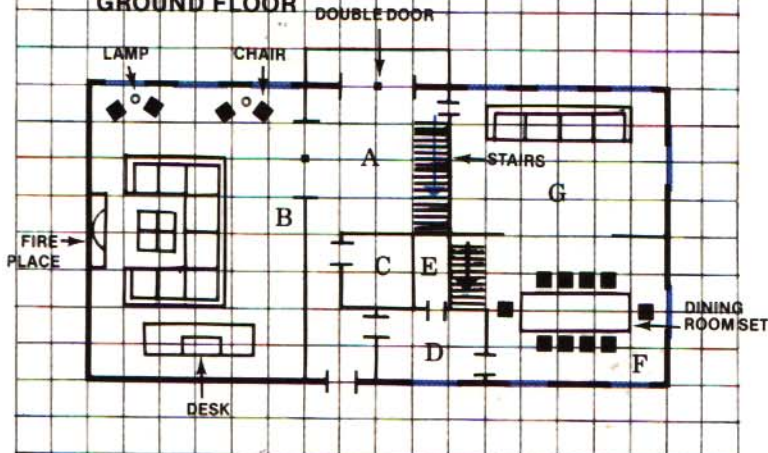
The times for the changing of the guards and the mid-shift rotation are up to you. The mid-shift rotation is provided to give the players an obvious opportunity to get through the fence. If the players want to get into the compound but are stumped, you may let the characters observe the rotation whenever they are watching the compound.

The patrolling guards pass any given point every five minutes. If they sight anything suspicious inside the compound or between the two fences, they will first draw their dart guns and fire.

The dart guns' attributes are:

PM	S/R	AMMO	DC	CLOSE	LONG	CON
0	1	1	na	0-2	5-7	+2
JAM	DRAW	RL				
99	-1	2				



AURIC STUD: MAIN HOUSE**BASEMENT****UPPER FLOOR****GROUND FLOOR****BUILDING INDEX****Auric Mining****Building 1: Goldfinger's Cottage****FIRST FLOOR**

- A: Reception/living room
- B: Dining room
- C: Kitchen and walk-in refrigerator
- D: Den/office
- E: Bathroom

SECOND FLOOR

- F: Goldfinger's bedroom
- G: Bathroom
- H-I: Guest rooms
- J: Oddjob's room

Building 2: Garage**Building 3: Security**

- A: Security chief's office
- B: Sleeping quarters
- C: Bathroom
- D: Interrogation rooms

Building 4: Infirmary

- A: Emergency treatment
- B: Convalescent rooms

Buildings 5-6: Dormitories**Building 7: Commissary**

- A: Mess hall
- B: Kitchen
- C: Walk-in freezer

D. Tanks**Building 8: Generator****Area 9: Rubble Piles****Building 10: On-site Refinery**

- A: Amalgam machines
- B: Cyanidation machine

Building 11: Fake Refinery**Building 12: Showers****Area 13: The Mine****Auric Enterprises****Building 1: Main Offices****GROUND FLOOR**

- A: Reception area
- B: Elevators
- C: Clerical section
- D: Design section
- E: Friedrichsen's office
- F: Hallway
- G: Restrooms
- H: Storage closet

UPPER FLOOR

- I: Reception area
- J-P: Junior executive offices
- Q-R: Restrooms
- S-V: Executive offices
- W: Goldfinger's office

Building 2: Warehouse**Building 3: Garage****Buildings 4-6: Workers' Dormitories****Building 7: Commissary****Building 8: Storage****Building 9: Storage****Building 10: Bomb Factory**

- A: Bomb factory
- B-C: Concrete bunker
- D: Drum storage area

Building 11: Groundskeeper's Cottage**Area 12: Helipad****Building 13: Gatekeeper's House**

- A: Living room
- B: Kitchen
- C: Bedroom
- D: Bathroom

Auric Stud**Building 1: Main House****GROUND FLOOR**

- A: Foyer
- B: Living room/den
- C: Bathroom
- D: Kitchen
- E: Freezer
- F: Dining room
- G: Library

BASEMENT

- H: Recreation room
- I: Cells
- J: Hydraulic lift

UPPER FLOOR

- K: Goldfinger's bedroom
- L: Goldfinger's bathroom
- M: Oddjob's room
- N-X: Guest rooms
- Y-Z: Bathrooms

Building 2: The Veterinary

- A: Examining room
- B: Operating theater

Building 3: Stables

- A: Horse stables
- B: Tack room
- C: Trainer's quarters

Building 4: Jet Hangar**Building 5: Workers' Quarters**

The darts do no damage per se. However, any character hit by one will be asleep within three Action Rounds. There is no way to counteract the drug except to turn the hit into a miss by using Hero Points.

Without waiting to see if the darts hit, the guards will ready their Uzi's while pressing a button on their walkie-talkies, activating an alarm in security headquarters. The spotlights along the fence will light up the area between the fences. If the guard has missed with his dart, he will fire a warning burst over the heads of any fleeing people. Then he will shoot to kill. Each carries one reload for the Python, none for the Uzi or dart gun. (The delay in killing is not due to any humanity in Goldfinger's standing orders. He prefers to Interrogate trespassers to discover if they are merely industrial spies or someone who has uncovered Operation Midas Touch.)

The guards' characteristics are:

GUARDS

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

SKILLS (SKILL LEVEL/PRIMARY CHANCE)

Driving (4/11), Evasion (3/10), Fire Combat (6/13), Hand-to-Hand Combat (5/12), Stealth (3/11)

SPEED: 1

STAMINA: 28 hours

HAND-TO-HAND DAMAGE CLASS: A

RUNNING/SWIMMING: 25 minutes

CARRYING: 101-150 pounds

The guards are fanatically loyal to Goldfinger and will gladly die protecting his property. They will follow his orders to the letter. They recognize no law save his, and therefore cannot be threatened. Very few speak English and then only enough to handle visitors at the gate and to shout "Halt!"

CAPTURE

Should the characters be captured snooping around Auric Mining, they stand a good chance of talking their way out of it. However, should they have already encountered Goldfinger on the golf course, they receive a -2 Ease Factor modifier on their Persuasion chance. If they manage to Persuade Goldfinger they are relatively harmless, he will merely assume they are industrial spies, try to find out as much as he can about what they saw, perhaps have them roughed up, and then turn them over to the proper authorities.

Even if Goldfinger does not believe their story there is very little chance he will kill them outright. Instead, he will have the characters drugged and take them back to Switzerland with him for further Interrogation. He is on a schedule, after all.

C. Auric Enterprises

Goldfinger is using this Swiss factory complex to assemble the bombs for his plans. These devices are being assembled in building 10. The ideal situation is to have the characters observe the activities in that building from the top of the gardener's shed. You should get them there any way you can. If they observe the complex from a distance during the day, they will notice that all the activity revolves around that building. At night this building is the only one all lit up. Once the characters sight the grounds, give them the Auric Enterprises handout from the Mission Envelope.

GETTING TO AURIC ENTERPRISES

The characters can follow Goldfinger from Johannesburg. Failing that, it would be no trouble to find out their destination by checking with the officials at Jan Smuts airport, Johannesburg, to see what destination is listed on the flight plan Pussy Galore filed.

By this time, the characters should have planted the homer on Goldfinger or somewhere on his car. (There is very little chance that the homer will be discovered when the car is disassembled. Since the homer was held on the Rolls by magnetism and gold is not magnetic, it can be assumed the part it is attached to was not disturbed.)

Characters will be able to catch a commercial jet to Zurich from Johannesburg. Once there, they will have to drive to Gstaad. If they did not take the Aston Martin to Johannesburg, they can wire or phone Q to have the car driven to Zurich Airport where they will pick it up. Once there, they can follow Goldfinger out to Auric Enterprises, a fifteen minute drive outside of Gstaad.

INTERVIEW WITH FRIEDRICHSEN

They may also decide to stop in Gstaad and ask questions. After talking to a few people, they will be directed to one Kurt Friedrichsen. Friedrichsen was the top designer when Auric Enterprises manufactured transistors and components for computers and other electrical equipment.

He will tell the characters that six months ago the entire work force of Auric Enterprises was laid off. Supposedly, Goldfinger was going to refurbish the plant and they would all be back to work soon.

"Well, it has been six months and where are we?" he will say. "Gunter left for a job in Munich and Gerd has flown to America, where his son says he can get work in a small town called Silicon Valley. I have enough to keep me going, but I do not know how long it will last. Soon I will have to pull up and move.

"I have been by the plant a few times. There have been some new buildings put up and there are some men — I guess they are construction workers — milling around. I don't think that the plant will ever open again. They have had more than enough time to rebuild the entire plant, much less refurbish. I guess the work could be taking longer, but apparently Goldfinger isn't interested in European construction companies."

If asked what he means, Friedrichsen will just answer that the workers now at the plant seem to be of the Asian persuasion.

SNEAKING IN

The factory is not difficult to find as it lies on one of the main roads out of town and it is well known. It sits in the middle of a plain surrounded on three sides by the foothills of the Alps. The grass around the plant is kept short and no tree grows within 30 feet of the wire fence.

About a quarter of a mile from the plant in either direction down the highway are side roads that lead up into the hills. There are some roads leading off deeper into the mountains, but the characters should have no trouble following the road up into the hills behind Auric Enterprises. There are places along the road where a car can be parked. From there the characters can walk down the side of the hill. About 200 feet from the fence, large trees will give way to smaller trees. There is more than ample cover up to this point.

From this point down, the characters will have to make Stealth rolls to keep from being noticed (+2 Ease Factor due to the trees). While traversing this area, there is a 25% chance they will encounter one of the alarm trip wires. Goldfinger's people have placed these wires amongst the scrub pines.

If the characters encounter these wires, have the players make an Ease Factor 4 PER roll to notice the wire. Failing that, you can make a Sixth Sense roll for them at any Ease Factor you deem appropriate.

Should they notice the wire, they can easily avoid it by walking around it. There is only one roll made for this encounter for each time the characters traverse this section of land. (Besides, on the way out they will have other things to worry about.)

Should the trip wire be disturbed, an alarm will sound in the office area of building 10 and a lighted mapboard will show which wire was tripped. Within two minutes 12 guards and Oddjob will pile into cars and start down both directions of the highway in order to circle around behind the intruder. Twelve guards on foot will go out the main exit and circle around the complex and start up the hill, spacing themselves to cover the maximum amount of ground. They will try to corner the trespasser, capture him, and return him to Auric Enterprises for Interrogation (see Guards, this section, for characteristics).

BUILDINGS

Main Offices (Building 1)

The most noticeable building from the highway is the two-story building seemingly entirely composed of dark glass (building 1). These were the corporate offices of Auric Enterprises. The building is now deserted and kept locked (there are no modifiers for Lockpicking).

Throughout the building all the furniture is covered with a thick layer of dust since no one has worked in this building for six months now. Any correspondence or paperwork in the files is dated six months ago; all the desk calendars stopped at the same time.

On the ground floor are the reception area (A), elevators (B), clerical section (C), design section (D), Friedrichsen's office (E), hallway (F), men's and women's restrooms (G), and storage closet (H). On the upper floor are another reception area (I), junior executive offices (J to P), restrooms (R, Q), executive offices (S to V) and Goldfinger's office (W).

The building is completely furnished but there is no trace of any of the personal effects of the people who worked there. Should the characters investigate this building, they will find the following tidbits of information:

1. On the receptionist's desk on the first floor is an open memo calendar. The date on the open page is six months ago. There is a notation stating the moving men are scheduled to remove the copying machine. They are also to deliver the crates with the employees' personal effects to their homes.
2. There is a stray business card in area E belonging to Kurt Friedrichsen, identifying him as one of the chief designers of Auric Enterprises.
3. The desk calendar on Goldfinger's desk is open to a date six months old. Written on it is: "Mr. 'Chen' — 1:30 — Operation Midas Touch."

Warehouse (Building 2)

Building 2 is a warehouse. A loading platform runs along the front of it. The doors to this building are also locked but the platform and surrounding grounds show signs of recent activity.

Inside this building is a forklift in the southeast corner which is plugged into a wall outlet to recharge its batteries. Further up along that wall are 16 crates marked "Computer Terminals" that contain computer terminals.

North along the wall are eight larger crates marked "Refrigeration Units." These crates do not contain refrigerators but assembled bombs ready to be shipped to their final destination in Johannesburg. If the characters open these crates, they should get a roll with their Science skill (−2 Ease Factor modifier) to recognize these devices. If they recognize them and begin closer inspection, let them know that, if all the crates contain the same type of devices, the combined

explosive force could turn the Alps into something reminiscent of the Mojave Desert.

On the other side of the warehouse are empty boxes that, according to their labels, contained articles of clothing. Also, there are three rows of 50-gallon drums. Even though they are empty, they are extremely heavy. A moments inspection (no PER roll needed) will show that the lids screw off. The inside of the drum is lined with four inches of lead shielding. These drums are explained in the description of building 10.

Garage (Building 3)

Building 3 is the garage/motor pool. There are three bays with grease pits. It has a fully equipped work area and a fully stocked storeroom in the back.

Workers' Quarters (Buildings 4-7)

Buildings 4 through 6 are large quonset huts where the Korean workers/guards reside. Like the dormitories in South Africa, they are partitioned into 10-foot sections with similar furnishings. Building 7 looks like buildings 4 through 6 but it is used as a mess hall.

Storage (Buildings 8 and 9)

The components for the bombs are stored in buildings 8 and 9. Building 8 is now empty save for

some shards of wood and excelsior and other packing material strewn about the floor.

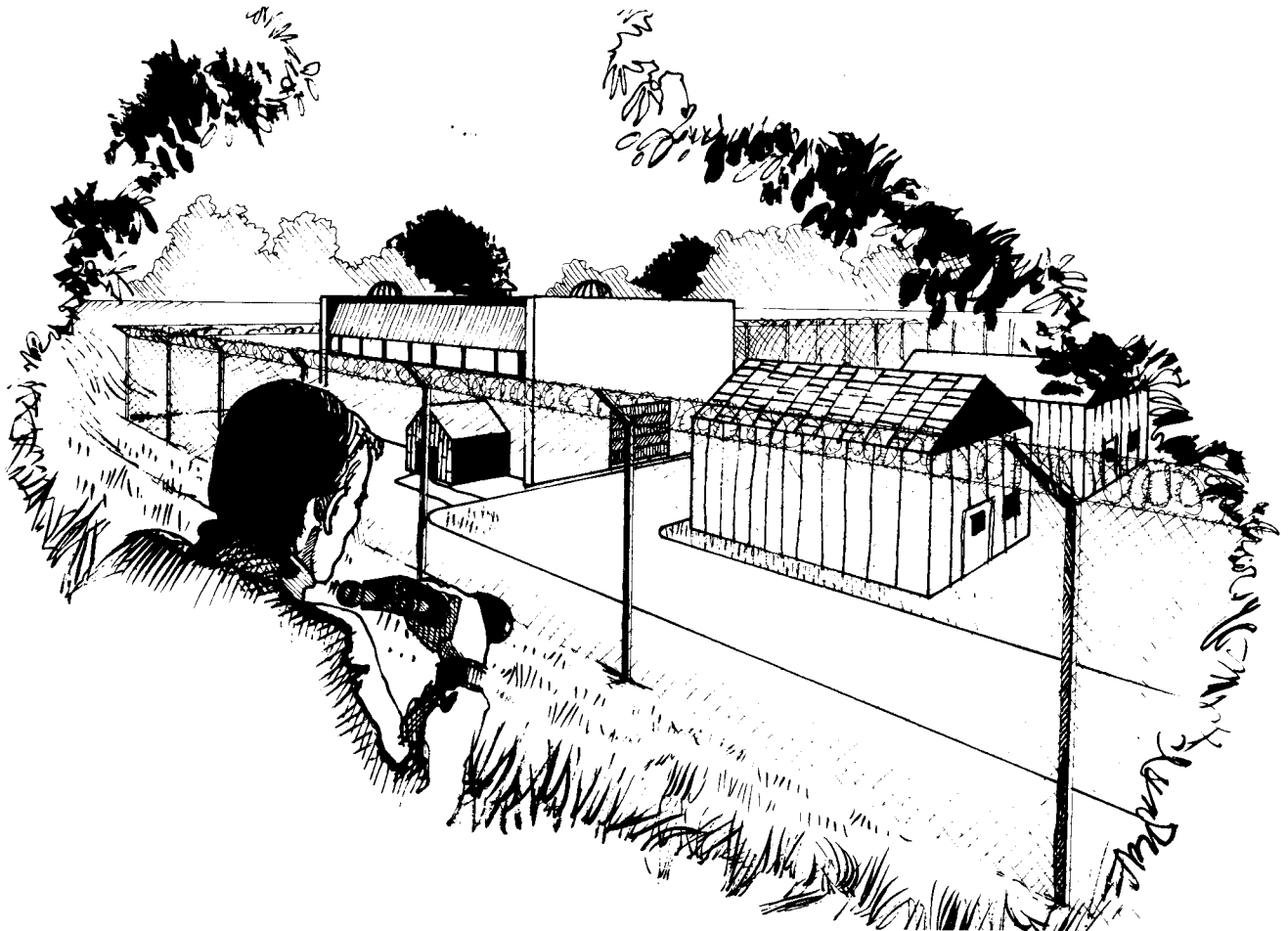
Building 9 has some crates left. Crates A contain the digital timers used to detonate the bombs. They are immediately recognizable to any character with Demolitions or Electronics skill. All other characters must make an Ease Factor 5 INT roll to discern their purpose. These timers can be overridden by a radio signal but the precise wavelength must be known. Since these timers have not been set, there is no way the characters can determine the wavelength.

Crates B contain various electronic components. Crates C, which are empty, once contained the shells for the bombs. Area D is a stack of two-inch-thick lead sheets, measuring four feet by eight feet. These are used to line the shells for the bombs so the nuclear material cannot be accidentally detected.

While the characters are in building 9, a worker will come in to get two of the timers. Barring any confrontations, he will take the timers across to building 10.

Bomb Factory (Building 10)

Building 10 is about two stories tall with frosted windows around the top. The only entrance is the overhead door directly across from the warehouse. There is a shed on the north side of the building.



Inside, the Korean workers assemble the components into finished bombs. In area A the shells (which are on wheels) are moved along on an assembly line basis and the parts put together. The shells are then wheeled over to area B, a concrete bunker. There is a large tinted window on the north side of this bunker. Under the window is a control panel.

Inside the bunker, suspended from the ceiling, is a large cylinder with a smaller cylinder sticking out of the bottom. This is the laser. Directly underneath the laser is a table with a movable top. The laser serves two purposes. The lead shielding is placed on the table and cut into preprogrammed shapes and sizes. The shielding pieces are then placed in the shell. The movable table rolls aside and the laser acts as a weld to seal the shielding. After the plutonium is put in the shell, it is returned to this area where the top of the shielding is welded into place.

The plutonium is placed in the shell in area C, a slightly larger bunker. This area is shielded to protect the workers, and the controls, which are below the tinted leaded glass, are closed off from the rest of the factory. The plutonium is stored in the 50-gallon drums in area D.

A forklift with a lead shield to protect the driver is used to move the barrels into an airlock-type device at the east side of the bunker. Once there, powerful mechanical claws, operated from the control panel, open the barrels and transfer the plutonium to the shell. Once the plutonium is in place, the shell is moved back into the laser bunker for final sealing.

The characters should witness this entire process if they manage to get a look into the building. The ropes cordoning off the barrels of nuclear material have hanging placards that display the universal warning sign for nuclear material.

Area E is a glass-enclosed office area where the foreman works. In here are the alarm board and the papers pertaining to Operation Midas Touch. On the desk of the foreman is a manifest for electronic equipment recently shipped to Auric Stud, Goldfinger's horse breeding farm in Kentucky, U.S.A. Should the characters manage to get inside the building and get a look at the desk, show them the shipping manifest handout from the Mission Envelope.

Groundskeeper's Shed (Building 11)

Building 11 is an aluminum shed containing the lawnkeeper's equipment: a sit-down lawn mower with snowplow attachment, a pull-along lawn vacuum, rakes, trimmers, and the like. There is a concealed door where the shed meets building 10. This is an emergency exit known only to Goldfinger. It is remote-controlled by a ring Goldfinger wears. He twists the sapphire stone in the ring and the door swings open (see *Calling In The Marines*, this section). There are two metal trash barrels on the north side of this shed. Characters can easily climb up onto the roof of the shed by using these barrels. However,

they will have to use Stealth to make their way up to avoid being heard by the guards. Once on top of the shed, the characters will be able to open one of the frosted windows and have an excellent view of the activity inside.

Helipad (Area 12)

Area 12 is a helipad. The day after Goldfinger inspects the complex, he will have his private helicopter fly him to the airport in Zurich where his private jet (not the transport) will wing him off to the United States.

Gatekeeper's House (Building 13)

Building 13 is the gatekeeper's house. The gate is nothing fancy, just a length of striped pipe which pivots up and down when someone leans on the counterweight. The gatekeeper lives very comfortably here on the complex.

MARTA KRIMMINS

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

SKILLS (SKILL LEVEL/PRIMARY CHANCE)

Fire Combat (6/10)

HEIGHT: 5'0"

SPEED: 1

WEIGHT: 130 lbs

HAND-TO-HAND DAMAGE CLASS: A

AGE: 63

STAMINA: 24 hours

APPEARANCE: Normal

RUNNING/SWIMMING: 10 minutes

FAME POINTS: 1

CARRYING: 60-100 pounds

SURVIVAL POINTS: 0

FIELDS OF EXPERIENCE: None

WEAKNESSES: None

BACKGROUND: Krimmins' son was about to go to jail on a drug-smuggling charge when Goldfinger stepped in and, through bribery, had his sentence suspended. The grateful mother offered to go to work as Goldfinger's housekeeper as thanks. However, Goldfinger felt it would be a liability to have her poking about his house. Instead, he gave her the gatekeeper job and had the cottage built for her to stay in.

She greets all visitors and checks to make sure they have an appointment; then she leans on the counterweight and lets them through. She believes Goldfinger is one of the greatest men in the world and often bakes him goodies to take on his journeys. She has been told Goldfinger is conducting secret experiments for NATO. Because of these experiments, terrorists have threatened his life. In order to help out, she has learned how to handle an Uzi, which she will use if the alarm is ever sounded. Her son works for Goldfinger in a smuggling operation in Southeast Asia. He writes often to his mother, telling her he is learning to be a Civil Engineer.

The cottage is decorated in the traditional Alpine style and has a living room (A), kitchen (B), bedroom (C), and bathroom (D).

AURIC ENTERPRISES' GUARDS

The guards patrol in eight-hour shifts around the clock. At night four guards patrol the inner perimeter of the fence while three others walk the grounds of the complex. During the day three guards disguised as groundskeepers move about, pretending to tend the lawns. They are supported by two guards who lie on the roof of the office building and keep watch with binoculars. They climb up to their post every morning, using a ladder against the rear of the building. If a character is observing the complex during the day from the hills, these guards will be easily visible.

There are 19 permanent guards in all and most of the 30 technicians (who also work in shifts around the clock) are trained to respond when the alarms sound. Like the guards at the mine, their characteristics and Skill Levels are not impressive, but they make up for it in their devotion to Goldfinger. They will never retreat, not even in the face of overwhelming odds. Their characteristics are:

GUARDS

STR:9 DEX:7 WIL:5 PER:5 INT:4

SKILLS (SKILL LEVEL/PRIMARY CHANCE)

Fire Combat (5/11), Hand-to-Hand Combat (5/14), Sixth Sense (2/6), Stealth (4/9)

SPEED: 1

HAND-TO-HAND DAMAGE CLASS: B

STAMINA: 24 hours

RUNNING/SWIMMING: 10 minutes

CARRYING: 101-150 pounds

These guards are also armed with Uzi's, Pythons and dart guns (see Auric Mining's Guards). They are to try to capture any trespassers and bring them to Goldfinger. If they miss with the darts, though, they will shoot to kill. They each have one reload for the Python, none for the Uzi's or dart guns.

ENCOUNTERS

Whenever the characters are moving between buildings, there is a chance of an encounter. To see if and what kind of encounter, roll 2D6 and check the Encounter Table.

ENCOUNTER TABLE

2D6 DICE RESULT	ENCOUNTER
2-3	No encounter
4-5	Patrolling guard
6	3 technicians
7-8	Technician transporting crated bomb to building 2
9-10	Oddjob and guard
11-12	Goldfinger and Dr. Ling (see Note below)

Note: If the players decide to send their characters to building 10, ignore this dice result until they have seen the bombs being assembled. If they are meandering about the complex, then this encounter should occur with Ling and Goldfinger heading for the factory.

During the encounter, the characters will overhear the following exchange:

Goldfinger: Dr. Ling, I compliment you on your genius. It is the unique properties of your bombs which will make Operation Midas Touch a success.

Dr. Ling: Thank you, but it could only happen with your resources and genuinely brilliant planning, Mr. Goldfinger.

Goldfinger: Within sixty hours you and I will be incredibly rich and safe amongst the blue grass.

Dr. Ling: You do remember what I told you about the possible consequences to places like Johannesburg? This will cause much consternation throughout the world.

Goldfinger: They will scamper about like so many confused ants. The most important thing is that this never be traced back to me.

ENCOUNTERING TILLY MASTERSON

The characters may survive the complex and escape undetected. If they head back up into the foothills, there is a 75% chance they will encounter Tilly Masterson. She is there with a sniper rifle, waiting for a chance to kill Goldfinger. If the characters do not encounter Masterson, then continue play as if she were not there at all. If you like, or if you feel your players want this, you can ignore the dice roll and automatically have them encounter her.

Tell the players that one of their characters has noticed, due to a Sixth Sense roll, someone lurking in a patch of scrub pine. They will have to make an Ease Factor 5 PER roll to pinpoint the lurker's position. If the result of the PER roll is a Quality Rating 1, the character has noticed the lurker is female.

If they grab Masterson, her gun barrel will trip one of the wires. Give the players another PER roll (Ease Factor 6) to notice the trip wire was disturbed, but there is nothing they can do to undo this event.

The subsequent activity in the compound will be immediately noticeable. The guards in vehicles will arrive at the character's car just as the character reaches it. The same number of guards along with Oddjob will pour out of Auric Enterprises as described in the Getting to Auric Enterprises section above.

CHASES

There is a very good chance for a chase to occur here. (Why do you think the characters have the Aston Martin?) It is your option to arbitrarily place the characters in a chase. If the chase occurs in the woods around Auric Enterprises, you may wish to place obstacles in the character's way — the number and frequency of these obstacles are up to you. Some suggested obstacles, requiring a Trick maneuver to avoid, are listed below with suggested Ease Factors.

1. A sharp turn in the road to the right EASE FACTOR 4
2. A sharp turn in the road to the left EASE FACTOR 4
3. A hidden fork in road EASE FACTOR 3
4. One of the guards' vehicle EASE FACTOR 4
5. An intersection with a main road EASE FACTOR 5
6. A fallen tree EASE FACTOR 3
7. The road ends at the edge of a cliff EASE FACTOR 3

Chases within the confines of the complex should have more obstacles, more frequently, than in the woods. In all cases, the number of people or possible complications (a car speeding into the same intersection would classify as a complication) is up to you. Some suggestions for complications are listed below:

1. Armed guards (the number up to you)
2. Technicians
3. A 4-way intersection
4. A T-intersection
5. The front gate (remember Krimmins and her Uzi)
6. Oncoming car headlights (see Note below)
7. Golf carts
8. A bomb crate on wheels — empty (but do not tell the players this fact)

Note: You can create any special encounter similar to the oncoming car headlights; it would be something the characters think they see. They must make an Ease Factor 3 PER roll to discern the true nature of such an encounter.

At your discretion the special encounter can either be a real car heading for the characters or a fake. The fake is a bulletproof convex mirror that has been specially placed to give the illusion of an oncoming car. Despite the fact it is a mirror, you must continue with the bidding as if it were another car.

Players familiar with the movie may immediately decide that it is a mirror since that is what Bond encountered in the movie. In that case you can really shake their confidence by announcing at the last minute it is a real car and forcing them to make a Trick maneuver at a -4 Ease Factor modifier to avoid crashing.

The guards cars are standard sedans (use Chevrolet Caprice Classic attributes in Chapter 11).

The golf carts are used to get around the complex as the streets of the complex are too narrow to let two cars pass without a Trick maneuver. They are battery powered and the batteries can be recharged. Their attributes are:

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

CAPTURE

If the characters are captured at Auric Enterprises, they will not find it as easy as at Auric Mining. Goldfinger is coming down to the wire on his plan now and is getting more nervous and anxious.

Captured characters will be taken to the factory building (building 10) where one of two things can happen to them:

1. If it is one character, he will be strapped to the movable table in building 10 and Goldfinger will use the portable laser to try to get him to talk. Failing that, Goldfinger will let the laser cut the character in half.
2. If more than one character is captured, they will be locked in bunker C and a drum of plutonium will be opened slowly while Goldfinger describes over the intercom the terrible fate of dying of radiation burns and the poisonous effects of plutonium gas.

The characters could be split up with one at the laser and the other getting the radiation treatment. Use Oddjob's Torture skill to determine how well the Torture works.

No matter how Goldfinger decides to do it, the final outcome of the Torture will be the character's death . . . unless the character can Persuade Goldfinger that it would be more advantageous to let him live as per the Persuasion rules (Chapter 6).

If the Persuasion is successful, Goldfinger will have the character drugged and flown to his headquarters in Kentucky.

CALLING IN THE MARINES

Should the players decide an all out frontal assault is called for against Auric Enterprises, or that it is best to just slam into the factory with guns ablazing, then every consideration should be given to having Goldfinger and Oddjob escape. If the door out of the factory has been blocked off by the characters, then Goldfinger and Oddjob will use the concealed exit between the gardener's shed and the factory. There is a trap door in the floor of the shed, leading to a tunnel that comes out under the garage. There Goldfinger, and whoever is with him, will drive his Rolls out of the complex.

Should the outcome of such a firefight become obviously in favor of the players' characters, then one of the guards will hit a panic button in the foreman's office which will start off a preset series of explosions, resulting in the total destruction of Auric Enterprises.

Should the players decide to go back to England with what they have found, you should remind them Goldfinger now has a headstart on them and may have pushed up his timetable. This should discourage them from running home to M.I.6. If it does not prevent their return, have M give them a real bailing out and send them to America immediately.

D. Auric Stud

Unlike in the movie, this ranch is the setting for the final chapter of the adventure. If your players are sure by now that Goldfinger's target is Fort Knox, then conversationally ask them why he has the mines in South Africa and why so many bombs. Also, why did Dr. Ling mention Johannesburg? If they just look at you blankly shake your head, click your tongue and mutter something about the fate of the poor world. When the characters arrive at the stud farm, give the players the Auric Stud handout from the Mission Envelope.

GETTING TO AURIC STUD

If the characters were captured, getting to Auric Stud will be easy. He will have them flown there aboard one of his private jets. Goldfinger owns three Gates Learjet Longhorns (Model 56). They are piloted by the remaining members of Pussy Galore's Flying Circus. The jet's attributes are:

PM	RED	CRUS	MAX	RGE	FCE	STR
+1	5	480	540	3468	4	13

There is room for the flight crew, one hostess and four other passengers.

The characters will not be sharing a jet with Goldfinger as he will have flown on ahead. But, he will assign Pussy Galore to fly the jet with the characters since he has faith in her ability to handle the situation.

If the characters are not captured, they can find out about Auric Stud through the shipping manifest (one of the handouts) at Auric Enterprises and putting it together with the comment on "blue grass" made by Goldfinger to Dr. Ling (the blue grass of Kentucky is fairly famous). If Auric Enterprises is destroyed, they can find the shipping manifest among the rubble. The edges should be singed a bit.

Failing that, the characters could take another look at their dossier on Goldfinger which lists a stud farm in Kentucky.

Auric Stud has its own private airfield which is large enough to accommodate the Learjets. It is listed as the final destination on the flight plan filed at Zurich airport.

THE FLIGHT

While Pussy Galore and one of her Flying Circus members will be piloting the plane, the passengers' needs will be filled by Mei Li.

MEI LI

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

SKILLS (SKILL LEVEL/PRIMARY CHANCE)

No special skills, but she mixes a great martini.

Mei Li speaks enough English to get by and will fix the characters any sort of refreshment they may

want. Any luggage the characters may have had in their vehicle when captured will be on board, but it will have been thoroughly searched and all weapons neutralized.

There is a very roomy bathroom with toilet and sink at the rear of the jet. Should all the characters go into this room, Mei Li will keep an eye on them through a peephole in the door or behind a two-way mirror. Characters get an Ease Factor 6 PER roll to notice the door peephole if it is used and an Ease Factor 3 roll to notice the mirror trick.

If any characters remain in the cabin, Mei Li will not use the peepholes.

The trip will include refueling stops in Greenland, Nova Scotia, and at Friendship Airport in Baltimore. During this time, Pussy will keep the characters under armed guard should they entertain any notions of escape. If the characters have retained one of the homers and activated it, the C.I.A. will pick up the signal as the jet lands at Baltimore. They will follow the signal and keep an eye on the situation, but will do nothing unless something incredibly suspicious happens... like Auric Stud exploding.

BUILDINGS

Auric Stud is a legitimate horse-breeding farm outside Louisville, Kentucky. The buildings are visible from the country road that passes by the front of the property about 500 yards away from the main house. If the C.I.A. picks up the character's homer signal, they will be able to track it to Auric Stud and set up a surveillance post along this road.

There is a building on the GM's diagram that is not on the one for the players. This building is where the Korean technicians and guards are living while waiting for Operation Midas Touch to go into operation. The building is camouflaged in a grove of trees and cannot be seen by anyone outside the grove.

Main House (Building 1)

Building 1 is the main house. The ground floor has a foyer (A), living room/den (B), full bathroom (C), kitchen (D) with freezer (E), dining room (F), and library (G).

Goldfinger tempered his enthusiasm for gold decoration here. The house is done in muted earth colors. The furniture is opulent and comfortable, and all antiques are genuine.

Stairs from the dining room descend to the recently excavated and finished basement (H). Goldfinger told people he always wanted a recreation room installed. The rec room is equipped with a pool table, dart board, wet bar, stereo, and comfortable chairs placed in a fashion calculated to look casual.

Building the rec room was only a cover. Goldfinger used the story to hide the fact he was building areas I and J. Otherwise, people might have asked embarrassing questions about the heavy equipment being used around the house. At the base of the stairs from the dining room is a secret door leading from the rec room to these areas. Characters passing this door get an Ease Factor 2 PER roll to notice it. Characters specifically looking for this door get an Ease Factor 4 PER roll.

Immediately through this door are the cells Goldfinger has installed to imprison unwanted visitors and turncoats. These 5 foot by 10 foot cells contain a chair and a metal spring cot. If captured, the characters will be locked up down here but without a guard on duty. You will have to judge the effectiveness of any plans they may come up with to escape. The cot can be taken apart to make anything within reason from a screwdriver to a crude lockpick (–3 Ease Factor modifier on all lockpicking attempts with such a device) or clumsy knife (–2 Ease Factor modifier to strike in combat).

If the characters escape from their cells, they will hear muffled voices coming from area J. If they go to investigate, then turn to the Eavesdrop portion of this section below. If they do not escape, then they will sit in their cells until Goldfinger sends for them. In that case, go to the section called Operation Midas Touch.

On the upper floor are the sleeping quarters. There are Goldfinger's private bedroom (K) and bath (L), Oddjob's quarters (M), and the guest rooms (N through X) and baths (Y, Z).

Goldfingers room is done all in gold. The upholstery on the chairs, bedspread, and bed canopy are all made of the same gold brocade material. The antique furniture is trimmed in gold leaf. Even the French-style telephone next to the bed is gold. All fixtures in the bathroom are gold-colored.

Oddjob's room is connected to Goldfinger's by a secret door. He will use the door if he hears a commotion from Goldfinger's room or the alarm connected to the button on the night table next to Goldfinger's bed. It will take one Action Round for Oddjob to come through the door. He will be ready to pounce on and destroy anyone threatening Goldfinger.

The guest rooms are comfortably furnished. The beds and dressers are simple when compared with the furniture downstairs and in Goldfinger's bedroom. The beds do not have headboards. The dressers have six drawers, but they are set side by side so the dressers are only three drawers high. No piece of furniture seems to be over three feet in height. There are no closets but there are hooks so things can be hung up. Mirrors in the rooms are recessed in the walls over the dressers. While she is here, Pussy Galore will stay in room N.

The Veterinary (Building 2)

Building 2 is the veterinary facilities, complete with examining tables large enough for horses (A) and an operating theater (B). This facility is fully equipped and well stocked with drugs and medical supplies. Characters can mix knockout drops and poisons here as per the rules outlined in the Auric Mining section.

Stables (Building 3)

Most of the stables (building 3) are empty. Goldfinger has sent his horses to other farms and race-tracks since he feels the number of people needed to keep the ranch going full time would be too great a security risk. Area B is the tack room where the bits, bridles and saddles are stored. Area C is the trainer's quarters, but he is away caring for the horses that are racing.

Jet Hangar (Building 4)

The hangar (building 4) can hold only one of the Learjets at a time. The refueling pumps for the jets are about fifty feet north of the hangar.

Workers' Quarters (Building 5)

Building 5 is a two-story dormitory similar in construction and layout to the ones in South Africa.

GUARDS

The closer to Goldfinger's base of operations, the more the guards increase in number and competence. At Auric Stud the thirty technicians all double as guards. Their characteristics are:

GUARDS

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

SKILLS (SKILL LEVEL/PRIMARY CHANCE)

Electronics (4/9), Fire Combat (5/12), Hand-to-Hand Combat (6/14), Sixth Sense (3/9), Stealth (4/9)

SPEED: 1

STAMINA: 24 hours

HAND-TO-HAND DAMAGE CLASS: B

RUNNING/SWIMMING: 10 minutes

CARRYING: 101-150 pounds

No guards patrol around the grounds since that would attract too much attention, nor do they carry dart guns as do their European and African counterparts. They do have the walkie-talkies with the alarm feature, Uzi's and Pythons (with a reload for the pistol). There is an alarm button on Goldfinger's desk in the living room of the main house which will bring the guards running from their dormitory.

ENCOUNTERS

So long as the characters are on the grounds, they will never be allowed to go anywhere without an escort. Most often, the escort will be Pussy as Goldfinger will be busy readying his plan.

Should the characters happen to gain access to the grounds on their own, they will run across at least two technician/guards for every 30 minutes they spend on the grounds.

CHASES

Chases on Auric Stud will be few and mostly on foot. The only car on the premises is a Rolls Royce Silver Spirit, which is kept parked behind the house and covered when not in use. The attributes for this vehicle are:

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

Guards will chase any trespassers and attempt a capture. But they will shoot to kill if it appears their quarry will get off the grounds.

EAVESDROP

The characters, curious over the sound of muffled voices, have gone around the corner from the areas where the cells are. In this area (J) there are massive hydraulic legs around the perimeter of the room with two more set slightly out from the north wall. The voices seem to be coming from the north end of the room.

If the characters approach, they will notice a pattern of light on the north wall. Closer investigation reveals the light is coming through a ventilator grille. A housing for the hydraulic legs just under the ventilator is big enough for one character to stand on.

Area J is directly below the living room but the view through the grille is not the living room at all. The grille is set in a wall behind a control panel that stands on two large legs. Through the legs the characters can see Goldfinger on the other side of the room. The far wall is covered with a map of the world. Red lights blink on the map. The lights are in South Africa, Ghana, Australia, Brazil, Canada, Siberia, the mid-western United States, and the central Asian province of Uzbekistan in the USSR.

Along each wall are banks of electronic equipment with consoles and chairs. Among the equipment are radio transmitter/receivers, monitors, and a plethora of dials.

Five men seated in swivel chairs are listening to Goldfinger, who is talking and gesturing excitedly. As the speech goes on, the men will occasionally turn in their seats, giving the character watching a chance to see each of them. Their identities and Fame Points are:

Shin Lee (145)

Leading member in the Yakuza, the Japanese crime syndicate.

Mike "The Knife" Cox (150)

Operator of one of the biggest drug distributions syndicates in the Indian Ocean area.

Mark Treymayne (135)

Organized crime boss in the United States.

Ben Fagen (125)

Narcotics czar in Australia.

Achmed al Kazan (143)

North African drug smuggler/white slaver.

GOLDFINGER'S SPEECH

The character will hear Goldfinger very clearly.

"Gentlemen, gentlemen," he will say. "I owe each of you two million dollars for the services you have rendered me. Each of you has managed, through your considerable influence on commerce and shipping, to get some very special cargoes through customs and, as in the case of Mr. Lee, even to places where there are no customs, like Siberia.

"Now, all of you will be paid. The question merely remains in what specie you will want payment — after I have told you why I engaged your services. If, after hearing me out, you want it in currency, then I shall wire it to a Swiss account for you. On the other hand, you may decide to take your payment in gold bars."

There is a murmur of discontent from the men.

"Yes, yes. I know the price of gold is suffering from a sharp decline of late. The experts are all arguing over the reason behind this decline. Some blame it on the current drop in the price of oil or the rise in the value of the dollar . . . a different theory for every economic expert in the world. But, while they are simply puzzled, I have become alarmed.

"As many of you know, much of my own personal wealth is in gold and the idea that it would continue to drop in value is abhorrent to me. So, I set about thinking. Increasing my personal store of gold was economically unfeasible. If I bought it at the current market price and it continued to fall, I would be ruined. I finally came to the conclusion that I must come up with a method whereby I could guarantee the value of my gold would remain high and go even higher."

Goldfinger's lusty smile and glazed eyes indicate how thrilled he is with his own genius. "After much planning, I have come up with Operation Midas Touch. It will cut the gold off at its source. On the map behind me you see red lights in the major gold-producing areas of the world. Each dot represents a mine that I have arranged to be sunk. Into those mines I have placed nuclear devices — over 100 scattered all over the world."

The five men in the audience will give a perceptible start.

"Relax, gentlemen, I have been assured by my expert, Dr. Ling, that the explosions from the bombs will do minimal damage since the shockwaves will be underground. But, the residual radiation will leach into the ground and irradiate the areas, making them unworkable for almost 500 years, well beyond the amount of time I expect to enjoy my gold.

"Think of it, gentlemen. No more gold being mined. The available amount fixed. The value of gold will certainly increase at least twenty times, perhaps even one hundred times. Either way, the value of my gold alone will exceed the one thousand million dollar mark.

"It is true that the value of government supplies will also increase, but it will not matter. Even if the

world declares personal ownership of gold illegal, the enforcement of such a law is nearly impossible, as the United States discovered some years ago.

"Nor should there be any worries about possible repercussions. I have moved very carefully in this venture and no one knows the exact details except my personal staff, whom I trust explicitly. Since my mines will also be rendered unworkable, I will supposedly suffer as much as anyone else. Further, I, officially, have no mines anywhere near Siberia, which will be just as affected.

"The governments will make speeches and hurl accusations, but I do not think they would press the button and bring down World War Three on the heads of the world population. By the time the shouting is over, I expect that the blame will be laid on some terrorist group. One of them will take credit, anyway.

"From this control room I can monitor the progress of my plan. The bombs have all been preset to blow up at exactly the same moment. But if forced to, I can blow up the bombs whenever I wish. Or, if something goes wrong, render them harmless.

"Think of the power you will hold, gentlemen, as owners of gold."

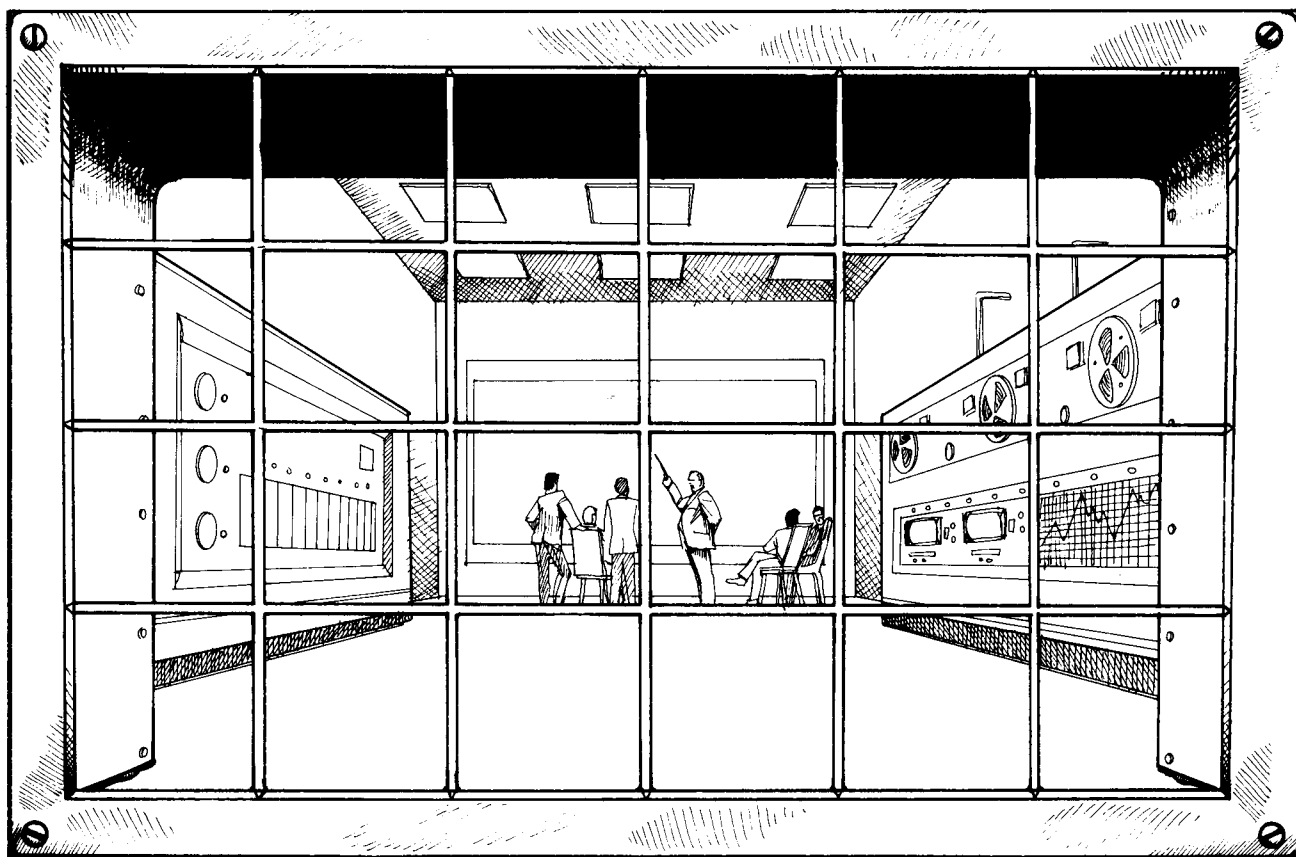
At this point a technician will come in and whisper in Goldfinger's ear. Goldfinger will nod and excuse himself. He will invite the gangsters to help themselves to refreshments as he will be only a minute.

At this point you should give the characters an Ease Factor 7 roll against their Science skill or Intelligence (if they do not have the Science skill). If they are successful, tell the players the following:

"Your character realizes Goldfinger's plan is not exactly foolproof. The chances that the explosions will not wreak havoc exist — but they are slim. More than likely, the explosions will destroy the land above them. Even if the explosions do not destroy the land, the resulting radiation will turn places like Johannesburg, where the mines are close to or within the city, into uninhabitable ghost towns. Besides, there is no guarantee that the radiation alone will not kill millions of people in these areas."

By this time, Pussy Galore and some guards will have come down to the basement and discovered the characters eavesdropping. If there is one character, then Galore will attempt a Stealth attempt to sneak up and pull the feet out from under him. If there are more than one character, she will order the guards to keep them covered. The characters will then be led outside. One Korean will remain behind.

Outside, the characters will see Goldfinger milling about with his technicians, guards and staff. Within five minutes the back door of the main house will open and ten Koreans, wearing gas masks, will come out, bearing five stretchers. Sheets will cover the stretchers but the outline of the gangsters' bodies will be unmistakable.



Galore will speak with Goldfinger, who will be amused and impressed by the characters resourcefulness, but will order them locked up again. This time there will be at least two armed guards on duty per character.

OPERATION MIDAS TOUCH

Goldfinger will have the characters brought to the control room five to ten minutes before the bombs are scheduled to detonate. If they did not hear his speech to the gangsters, he will briefly outline his plan and revel in the fact the characters are powerless to stop him. After his moment of gloating, he will give orders to change the living room into the control room.

When the living room becomes the control room, the ceiling rises (remember, the furniture on the second floor was not over three feet tall). The walls and floor rise by pulleys hidden in the walls. The electronic equipment and control panels are then raised by the hydraulic legs from the basement while the map of the world swings down from the ceiling. In this way, the room is transformed and sealed off from the outside world except via the double doors to the alcove.

Goldfinger will be seated at the control panel in the northern part of the room. The Korean technicians are busy at their stations. The scene is set.

Goldfinger will have the characters stand behind him and against the north wall. He will have two guards there for each character and there will be two guards at the doors. These guards will be armed with their Uzi's. At the first sign of trouble they will shoot. It will be obvious to the characters that the Koreans working the controls are not armed.

As the characters watch, they will see Goldfinger lock a steel mesh screen over a button labeled "Abort." He will then hand the key to Oddjob, who will nod and put the key in his vest pocket.

STOPPING GOLDFINGER'S PLAN

Of course, as in every Bond adventure, there is the final confrontation between the characters and the Major Villain. In keeping with the spirit of the movies, the adventure has reserved this confrontation until the final few moments before the Major Villain's master plan goes into effect.

Up to now the adventure has kept the characters from cornering Goldfinger. Their direct orders stated they should use the utmost discretion in dealing with Goldfinger. The information provided for their discovery has been enough to keep them investigating but not enough to warrant them taking violent action. So Goldfinger and Oddjob should still be lurking about.

There is no guarantee that the characters will be captured and therefore be Goldfinger's unwilling guests during the culmination of Operation Midas Touch. They may well have been able to avoid capture and will be assaulting the control room from the outside. Since there are any number of possibilities,

this section is offered for you to use as a guideline.

While the final countdown for Operation Midas Touch is going on, Goldfinger will be seated at the control panel at the northern end of the room which faces the world map on the south wall. The technicians will be seated at the panels which line the room. The sequence is on total automatic so they are there more to monitor the equipment than anything else. Should anything untoward occur, they can override the automatic controls and revert to manual.

The most obvious way to stop the countdown and foil Goldfinger's plan is to get the key and engage the Abort mechanism they saw him activate. The major stumbling block here is that Oddjob has the key. The characters will have to dispatch him in order to get the key. First, though, they will have to take care of the guards.

While it is stated above that there are two guards with Uzi's for each character, the number is really up to you. If the characters have sustained injuries or are incredibly low on Hero Points, you can lessen the number of guards. If they are in astonishingly good health, you can increase the number of guards.

Note: Some beginning GMs may be worried that they will make the wrong decision and wipe out the characters. If you get into the fight and discover the guards are overwhelming the characters, you can make a split-second decision to reduce the amount of ammunition they have in the Uzi's, or give some a Willpower roll (Ease Factor up to you) to see if they choose to escape rather than fight.

Characters with Science or Electronics skills should get an Ease Factor 5 roll on their respective skills to determine how the controls operate. If this roll is successful, the players should be told that their characters can stop the countdown without relying on the Abort button, but it will take thirty seconds to manipulate the proper controls in the proper sequence. Destroying the main console where Goldfinger is seated will short out the system and render the bombs inactive. To destroy the console, the characters will have to "Kill" it twice.

For example, a character grabs an Uzi and fires a burst into the panel. The Quality Rating indicates that only an Incapacitation level of damage was done, so more damage must be done to achieve a Kill. However, this Kill alone will not stop the countdown. The characters must then inflict enough damage to achieve another Kill to ensure total destruction. This information should be included in the above Electronics or Science skill rolls.

The characters will probably want to create a diversion by inciting as much havoc as is possible. The most common method is to disarm a guard and begin firing into the air, at the technicians, or at the control panels. Once sparks or bullets start flying, the technicians will evacuate the control room. The ensuing havoc will bring the C.I.A. running, if they have the house under surveillance.

If such a firefight breaks out, Goldfinger will not be caught unprepared. At the first indication of danger, he will hit a concealed button on his chair. The chair will descend back down into area J. The opening in the floor will be sealed automatically after Goldfinger descends. He will then make his way through the basement and make for the airfield or the woods to make his escape. The activation and operation of the escape chair takes up the equivalent of one Hand-to-Hand attack.

Note: While the characters could possibly kill Goldfinger during the mission, they should not, under any circumstances, be allowed to recover the body. Instead, it should mysteriously disappear. After all, Major Villains have a habit of popping up again even when there was no way they could survive.

The amount of time left in the countdown when the characters make their moves is up to you. It is recommended that you not give them too much time. Thirty to forty seconds (6 to 8 Action Rounds) would certainly give the characters time to get the key from Oddjob and activate the Abort mechanism while maintaining a considerable amount of anxiety. You should select the time based on your knowledge of your players' style and their characters' abilities.

Once the characters have the key, they must activate the Abort sequence. It will take one Action Round to activate the sequence since it requires the unlocking of the screen in addition to pressing the right buttons. The character must make an Ease Factor 5 Electronics or Science Skill roll to properly activate the sequence. If they are successful, a sign on the console will light up saying: "Countdown Interrupted. Return Key to Original Position to Continue Countdown."

By returning the key to its original position, the countdown will resume. Removing the key will stop the countdown entirely. It would require a technician or Goldfinger to re-insert the key and reactivate the countdown. Reactivation takes ten minutes but requires the key. The countdown can be set for any amount of time. (If there are any guards or technicians left, they will try to take back the key and reactivate the controls.)

CLIMACTIC FIGHT WITH ODDJOB

The first thing Oddjob will do, if possible, is whip off his hat and throw it at one of the attacking characters. If the attack is successful, the character takes the damage; if it misses, the hat will fly on and strike the wall or a control panel. (These same rules apply if a character tries to use the hat. Any character using the hat does so at a -2 Ease Factor modifier. Remember, the hat's damage is two classes greater than the wielder's.)

To determine the amount of damage done to the panel or wall, make another attack roll at the same Ease Factor as the first, ignoring any failure results.

If the miss results from the use of Hero Points, then use the unmodified Quality Rating to gauge how much damage was done. Roll 2D6 to determine what is hit, then consult the Hit Result Table to see what happens. (Note: Oddjob cannot Shake Off damage resulting from electric shocks.)

HIT RESULT TABLE

2D6 DICE RESULT	OBJECT HIT
2-3	Radio monitor
4-5	Main console
6-7	Blank wall
8-9	Secondary power source
10	Abort console
11	Main power source
12	Special

Explanation of Results:

Radio monitor: The hat has smashed into one of the panels that monitors the radio signals sent to detonate the bombs. There will be a shower of sparks and crackle of electricity. That panel is dead, but the entire system can still function so the countdown will continue as planned. The hat can be retrieved and reused.

Main console: The hat smashes into the main console, doing whatever damage is rolled. This damage is included in any damage done to achieve the double-kill (described above) needed to destroy the system. No matter what the damage, the hat is sticking in the console. The hat can be retrieved and reused.

Blank wall: The hat has been imbedded in a wall. Anyone removing it must make a STR roll at an Ease Factor equal to the Quality Rating of the attack roll made against the wall.



Secondary power source: The hat has been imbedded in one of the main power panels in the room. Anyone touching the hat receives an electric shock and will suffer damage two levels higher than the damage done to the panel. For example, if the panel received a Light Wound, anyone who touches the hat sustains a Heavy Wound.

Abort panel: The hat has struck the wall panel that contains the Abort system which is activated from the main console. The damage to the panel modifies the Ease Factor needed to engage the Abort sequence (see above). The modifiers are: a Light Wound result equals a -1 Ease Factor modifier; a Medium Wound equals a -2 Ease Factor modifier; a Heavy Wound equals a -3 Ease Factor modifier; an Incapacitation equals a -4 Ease Factor modifier; and a Kill result means the Abort mechanism will not work at all. If the panel is hit, the characters should get an Ease Factor 5 roll against Electronics or Science to determine the result of the damage. The characters can use Hero Points to reduce the damage to the panel as they would lessen damage done to themselves.

Main power source: The results are exactly the same as for the secondary power source described above, except there is a control box with a switch next to the panel. Anyone holding the hat when this switch is thrown is automatically Killed in a shower of sparks. This, however, will not stop the countdown since the auxiliary power source will kick in.

Special: This result is treated as the blank wall result described above unless the damage result is a Heavy Wound. In that case the hat has severed a major power coupling and is causing a massive short circuit throughout the system. The countdown is automatically aborted, but everyone in the control room has only three Action Rounds to evacuate before the equipment explodes, killing everyone inside. (The number of rounds can be changed as you wish.)

Characters interested in getting rid of Oddjob may decide to smash him into one of the panels, hoping to fry the Korean. To throw or propel Oddjob requires the character to perform a Trip attack and get a Quality Rating 1 result (as outlined in the Basic Game book). To determine whether Oddjob hit a wall or panel, roll on the table above. The damage done to the panel is equivalent to the damage done by the throwing character on a Quality Rating of 1.

If the character wants to aim Oddjob for a certain panel, he must identify the panel by making an Ease Factor 3 Electronics roll to identify the proper panel. The Trip attack then receives a -2 Ease Factor modifier.

Oddjob realizes the importance of the countdown and will fight to the death to keep it going.

STORMING THE CONTROL ROOM

It is quite possible that the characters will not be captured and will have to attack the control room from the outside.

If the characters have not been captured, they may be watching the stud farm for signs of activity. The problem is to get them to infiltrate the farm before Goldfinger initiates Operation Midas Touch. The natural reluctance of players to put their characters into deadly situations may make them decide to just keep the farm under surveillance until it is too late.

If they are watching the farm, they will see the normal routine except there will be no horses in evidence — very odd for a stud farm. Also, there will be very few grooms or trainers in evidence. Moreover, those who are present are moving around the grounds without accomplishing much. These are, in fact, the Korean guards and technicians who dress in work clothes and move about the farm to give the impression it is still busy. After all, there is the occasional tout who wants to watch the horses morning workout from a discreet distance.

The characters should get a PER roll (-3 Ease Factor modifier if they are not using binoculars) to notice not only that the grooms, trainers, and stablehands are doing almost nothing but that they are also Korean.

If the characters are still sitting and waiting, you can have them observe a group of technicians either heading from the manor house to the woods or vice versa. With luck, that should get at least some of the characters interested enough to investigate.

It is entirely possible the characters may decide to contact the C.I.A. for help. After all, the United States is their base of operations. If this suggestion is mentioned, remind the players there is an Experience Point penalty for calling in help. If they still insist on contacting the agency, have some C.I.A. operative (possibly Felix Leiter) inform them that Goldfinger has broken no law on American soil and therefore the C.I.A. cannot go storming in. Besides, as British agents, the characters have no jurisdiction on American soil. However, if the characters get proof Goldfinger is up to something, they should get in touch with the agency immediately.

To get proof the characters will have to investigate Auric Stud.

SNEAKING IN

The trick at this point is to get a look around the farm without having the guards raise an alarm. There are two basic ways to do this. The characters can try to use Stealth to move around the farm (you should try to direct them to the manor house), or they can use their Disguise skill to dress up as technicians or guards. Since all the workers are Korean, this may be difficult if the characters are all Caucasian.

If a character tries to disguise himself as a technician without the use of make-up, everyone on the farm gets a +3 on their Perception roll to penetrate the disguise. If they attempt to disguise themselves as guards or farm hands, the people on the farm get only a +1 since the guards wear caps which the characters can use to obscure part of their faces.

Depending on how much time the characters wasted, they should get to the manor house in time for the final countdown or to overhear Goldfinger's speech to the gangsters (see the Eavesdrop section).

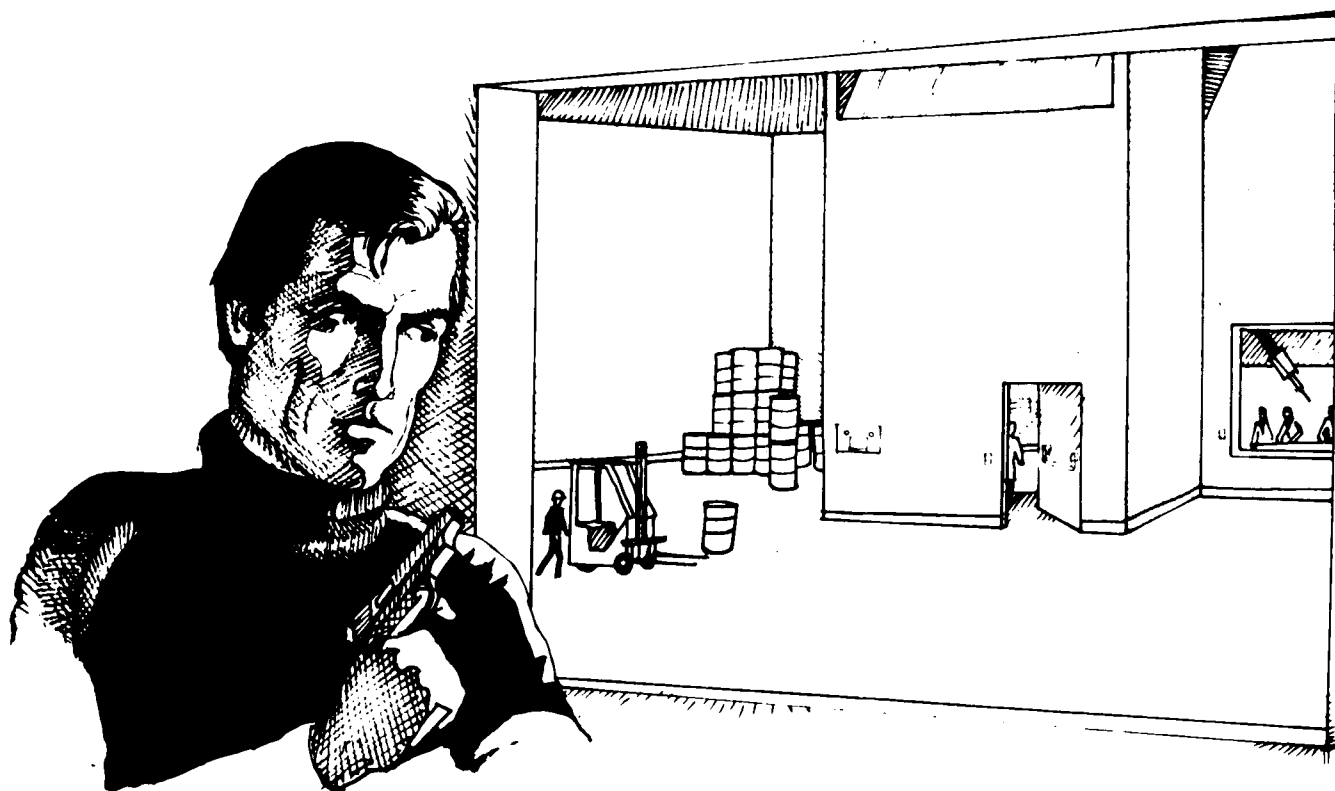
If they find Goldfinger giving his speech, they will find the doors to the living room locked securely (there is no Ease Factor modifier to pick it). Goldfinger will already be inside with his guests. The characters, investigating the rest of the house, will find the secret door in the recreation room wide open and will be able to hear Goldfinger's voice from far off. They will get to area J just in time for Goldfinger's speech.

If they arrive just in time for the countdown, they will be able to get into the control room if they are disguised. Technicians will be moving in and out rather frequently. When they enter the control room,

they should hear one of the technicians announce, "All bombs activated. Detonation in 30 seconds." (Again, the amount of time they receive is up to you.)

If they have used Stealth to get into the house, they will hear the same announcement emanate from the room.

If one of the guards raises the alarm, Goldfinger will immediately seal off the control room from outside attack. Two metal sliding doors will close off the control room. It requires double the explosive charge to open these doors than to open an ordinary door. Otherwise, if the character has the Electronics skill, an Ease Factor 3 roll to cross-circuit the outer control panel. If the characters get into the control room, Goldfinger will attempt to escape.



Part V: Hijack



The use of this section is optional. It recreates the final scene of the movie where Bond discovers the Lear Jet he is in has been commandeered by Goldfinger who is looking for revenge. A general rule would be to use it only if you feel the characters are up to the challenge, as it certainly entails a fight-to-the-death situation. It can be used only if one of the major NPCs escaped death at Auric Stud and only if they are still Opposed to the characters. As noted before, Goldfinger's body should not have been recovered by the characters so he may appear here. His physical condition is up to you.

If the characters have managed to stop Goldfinger and survived, they will probably want to return to London and report in as soon as possible. Their trip back to England can be arranged either by commercial flight or through the courtesy of the United States government.

Of course, this will come after a grateful government has had time to decorate and congratulate their saviors from abroad. There will be dinners (private, of course) and probably a meeting with the president. While none of these celebrations will be for the eyes and ears of the press and, therefore, useless as public relations, they are still valuable as diplomatic functions to help maintain solid relationships between the United States and the United Kingdom.

The characters will be ordered to attend these functions and behave themselves. They will have to suffer through the chitchat and the speeches and the chicken *a la king*. If the characters require hospitalization (provided gratis by the U.S., of course), these celebrations will be delayed until they are fit enough to attend.

A private jet flight from Louisville to Washington will be provided for the characters' convenience in addition to arrangements to fly them across the Atlantic. While all this folderol may seem somewhat boring, it may, in fact, become deadly.

Should Goldfinger have eluded capture at Auric Stud, he will surely want to exact revenge on the characters responsible for the destruction of his dreams. Hijacking the plane the characters are on would be a perfect opportunity for revenge. Goldfinger will have with him any of the other major NPCs who survived Auric Stud as well as some guards (the number is up to you).

Whether Goldfinger commandeers the flight to Washington, D.C., or the transatlantic one makes little difference... except if the aircraft crashes.

The flights will be aboard a Gates Learjet Longhorn (Model 56), similar to the ones Goldfinger owns. For your convenience, the jet's attributes are repeated below:

PM	RED	CRUS	MAX	RGE	FCE	STR
+1	5	480	540	3468	4	13

There is room for the flight crew, one hostess and four other passengers.

Goldfinger and his people will have overcome the flight crews and taken their places. If possible, Pussy Galore will be flying, but without a copilot. (Goldfinger could easily threaten Galore into piloting the plane.) Goldfinger will ride in the cockpit with Galore. Any excess people will be hidden in the rear of the plane in the bathroom. The characters will be hurried onto the plane, by one of Goldfinger's hirelings, and told to buckle themselves in immediately as they are running behind schedule. This will not give the characters any chance to search the plane before take-off.

Once airborne with the "Fasten Seat Belts" sign extinguished, Goldfinger will make himself known and hold the characters at gunpoint, using a Ruger Blackhawk .44. Goldfinger believes that firepower more than makes up for minimal Fire Combat ability. The gun is decorated with gold filigree and is as

beautiful as it is deadly. His people will relieve the characters of their weapons.

Goldfinger will announce his plans with a cold, reptilian hate in his voice. "Very simple. Obviously they will find the original flight crew; we could not dispose of them since the sound of shots would have brought attention. So we were forced to leave them tied up.

"Therefore we cannot land with the jet unless we wish to be arrested. That would not do at all. Instead we will immobilize you and jump to safety, leaving the plane to crash. To make doubly sure of your death, since you seem so difficult to kill, we have planted explosives which will detonate on impact. You have interfered with my plans for the last time."

Any character with Piloting skill should get an Ease Factor 7 roll against that skill to realize the amount of damage the Blackhawk can do can tearing a hole in the fuselage. The immediate decompression will suck anything not nailed down . . . including people . . . out of the jet. It is not a pleasant prospect.

Should the characters do nothing, Goldfinger's people will tie them to the passenger seats and parachute from the jet. They will leave no parachutes behind. The characters will then have six Action Rounds to get loose and regain control of the jet. To escape from their bonds, they will have to make a Ease Factor 3 DEX roll. They may try once each round, but each attempt after the first receives a -1 Ease Factor modifier.

To regain control of the jet, they must get into the cockpit (the door is not locked). They must then make a roll against their Piloting skill (-2 Ease Factor modifier) to pull the jet out of its dive. If they fail to pull out of the dive, it will be a rather ignominious end to their careers.

ATTACKING GOLDFINGER

The characters can opt to attack Goldfinger and his minions while airborne. Goldfinger will be loathe to enter into Hand-to-Hand Combat with the characters and will attempt to get a shot off despite the dangers of piercing the fuselage. Oddjob (if present) will not use his hat, but instead will attack open handed as will the guards.

Characters should try to disarm Goldfinger, but there is always a chance he will manage to get a shot off. Every time Goldfinger (or anyone else) fires and misses, the wild shot has a chance of piercing the fuselage. Make a second roll at the same Ease Factor for the fire attack to determine the amount of damage done by the wild shot. Roll 2D6 and consult the Airplane Damage Table to determine what was hit and the result of the damage.

AIRPLANE HIT TABLE

2D6 DICE RESULT	OBJECT HIT
2-3	Window
4-5	Inside bulkhead
6-7	Furniture
8-9	Another passenger
10-11	Cockpit
12	Fuselage

Explanation of Results:

Window: The bullet has hit one of the windows in the jet. The windows will shatter on an Incapacitation or Kill result. Lesser damage results will crack the glass. If another shot is fired and the result is "Window" again, you may choose to have the same window hit. When enough damage has accumulated to equal an Incapacitation or Kill, the glass will shatter. All characters on the jet will have to make a Ease Factor 4 DEX roll to grab onto an anchored fixture or else they will be sucked out through the window. The jet will go out of control. Whoever is Piloting will have to make a roll to get it back under control (there is a -1 Ease Factor modifier applied to the roll).

Goldfinger's people will already have their parachutes on so they will be able to save themselves; a character will have to take a chute from one of them during free fall. They will get six Action Rounds to catch up and take the chute before it is too late. The distance at the beginning of this chase is Long.

The characters will be using their Evasion skill to catch up with Goldfinger's people. Make an Ease Factor 3 PER roll for each of Goldfinger's people to see if they notice they are being followed. They cannot bid against the characters unless they notice they are being pursued. Once the character catches up (or down) with the chutist, he may try to wrest the chute off his opponent (this will happen automatically if the character gets a Stun or Knockout result against the chutist). Alternately, the character may pull the rip cord and hang on. It takes an Ease Factor 6 STR roll to hang on. The chutist will, of course, attempt to knock the character off; to make the character let go requires a Stun or Knockout result by the chutist.

Inside bulkhead: The bullet has lodged in one of the inner bulkheads. No further damage is done, and there is no loss of pressure.

Furniture: The bullet has spent its energies on one of the passenger seats or tables in the cabin. No further damage is done, and there is no loss of pressure.

Another passenger: The bullet strikes someone, besides the intended target, in the cabin. To determine who was hit, you can assign each person pres-

ent a number and roll dice, or if you are using a display, pick the most logical target, depending on the path of the bullet. If the affected passenger is another character who uses Hero Points to make it a miss, ignore this result and roll again on the Airplane Hit Table.

Cockpit: A wild shot managed to pierce the cockpit door and strike the controls. Keep track of how much damage is done to the controls. If the characters try to fly the plane, they will receive the following Ease Factor modifiers, depending on the total damage done to the controls: for a Light Wound result, there is no modifier; for a Medium Wound, there is -1 Ease Factor modifier; for a Heavy Wound, there is a

-2 Ease Factor modifier; for an Incapacitation, there is a -3 Ease Factor modifier; and for a Kill, the controls will not function and a crash is imminent.

Fuselage: Similar to "Window" result above, except that a hole has been ripped in the fuselage from the shot. Because the trim of the jet is affected, the roll to bring the jet under control receives a -2 Ease Factor modifier.

Of course, even falling from a jet may not mean the end of Goldfinger and/or Oddjob since they probably took the precaution of wearing concealed parachutes in case anything went wrong. Needless to say, Goldfinger did not provide his men with the same protection.

Part VI: Adventure Information



A. Goldfinger's Timetable

The timetable below will help you keep track of events during the mission. Should the Player Characters split up and go in different directions, their movements and expenditure of time can be kept track of and then compared with the timetable to determine how soon Operation Midas Touch will be started. The timetable can be altered to suit your needs. It is intended as a guideline for you to use as you see fit.

Day 1 Characters receive briefing.

Goldfinger begins golfing holiday (Oddjob accompanies him).

Pussy Galore is staying at hotel in London (if the characters track down Pussy pick a hotel from Chapter 19).

Day 2 Goldfinger enjoys last day of golfing holiday.

Galore remains at same hotel.

Day 3 Goldfinger flies to Johannesburg and goes to mine site.

Galore stays in Johannesburg hotel.

Day 4 Goldfinger flies to Zurich and goes to Auric Enterprises.

Galore stays with jet, preparing for transatlantic flight.

Dr. Ling is supervising assembly of the last of the bombs.

Day 5 Goldfinger and Ling fly to Kentucky with Galore.

Last of the bombs shipped to South African mining site.

Day 6 Operation Midas Touch goes off.

B. Special Problems

The most adventure-altering move is for the characters to shoot Goldfinger or Oddjob early on. To minimize the risk of this, you may want to make sure the characters never have a clear shot at either of them until the later in the adventure.

Should they kill Goldfinger, however, promote Pussy Galore or Dr. Ling to Major Villain status (you may even want to increase their characteristics and Skill Levels). The adventure may then continue.

Another problem that cropped up in testing the adventure was the tendency of some groups to split

up and cover two areas at once. You should refer to the timetable to determine where the major NPCs are at any given time and act accordingly. Remember that nothing much will happen anywhere until Goldfinger arrives.

The big problem is what to do if the characters have done nothing and the countdown is about to end. After all, it would not do to have the bombs go off. If the characters are reluctant to move because of the guards or are waiting for the "proper moment," ask them if they are willing to surrender some Hero

Points. The amount of points is up to you. If they agree to use their points, tell them there is a major ruckus outside. The F.B.I. and C.I.A. are raiding Auric Stud to gather evidence of gold smuggling.

Once the agents entered the grounds, the Korean guards opened fire. All but two guards will run from

the control room to aid in the fight. Goldfinger will seal off the control room and, in his rage, continue the countdown. He may even accelerate it if you want.

With fewer guards and a lot of confusion, the players will decide this is the "proper moment."

C. Altering the Adventure

Should you decide, after reading through the adventure, that it parallels the movie too closely for your purposes — or should you wish to perplex your players even more — you can alter the adventure to suit your own tastes or campaign. When making changes, you should note what parts of the mission those changes affect. In some cases, a simple change may require you literally to redo the entire adventure.

Should you wish to change the adventure, you may select from any of the the following suggestions:

1. Replace Goldfinger as the Major Villain, but do not remove him entirely from the adventure (after all, his name is used in the title of the adventure so he should appear in it). You can, however, very neatly demote him to lesser status by making him an operative of

TAROT. Alternately, you could make Pussy Galore the Major Villain, cleverly hiding in the background in case things go wrong. Even Dr. Ling could be the real force behind the plot.

2. If you really wanted to alter the adventure substantially, you could make Oddjob the Major Villain. The look of absolute shock on the players' faces would be priceless when they discover this bodyguard they thought was a mindless brute is really a highly intelligent master criminal.

3. By the same logic, you could make Goldfinger an innocent pawn, either being blackmailed or coerced into helping the Major Villain with his plan. The latter change would require you to play Goldfinger substantially different from the outline in the adventure.

Part VII: Thrilling Cities



A. Johannesburg, South Africa

While there are those who claim Johannesburg is named after Jan Smuts, no one knows for sure. But whoever it is named for would surely be proud of his namesake. Though less than a century old, Johannesburg has become a major metropolitan and financial area.

Characters flying in from London will feel right at home in this city because, in spite of its geographic location, Johannesburg is a European city. The usual image of an African city with the hustle and bustle of the street markets and such local color is missing. Instead, there are looming skyscrapers, such as the 45 million pound Carlton Centre Complex, and attractive suburbs.

In recent years, the suburbs have enjoyed a spurt of growth, including giant shopping centers. As a result, Hillbrow suburb has replaced the center city of Johannesburg as the active part of town. However, active is a relative term. A big night on the town in Johannesburg usually consists of getting dressed up to take in a movie and a quick dinner. Most places stay open only until 10:30. Still there are a variety of restaurants, bars and discos to choose from.

HOTELS: In recent years some fine hotels have gone up in Johannesburg. Visitors can find comfortable accommodations for very little money.

- Carlton Hotel (*Carlton Center*)
- Llandrost Hotel (*Plein Street*)
- Rand International (*290 Bree Street*)
- New Library Hotel (*Commissioner Street*)

RESTAURANTS: The hotels listed above all have fine restaurants, most notably the Barnato at the Llan-

drost. For sophisticated palates, like those of the characters, the problem is not finding a good restaurant but finding one that stays open late. Johannesburg, for all its theatres, nightclubs, and restaurants, closes up somewhere around 10 o'clock.

- The Carvery (*Claim Street*)
- Denton's (*Fox Street*)
- Villa Borghese (*Claim and deVilliers Streets*)
- Rugantino's (*6 Twist Street*)
Serves Italian cuisine until around midnight.
- Tiffany's (*Henri Street*)
Nightclub
- Annabels (*Llandrost Hotel*)
Nightclub
- Top of the Carlton (*Carlton Centre*)
Nightclub

MONEY: One pound equals two rands.

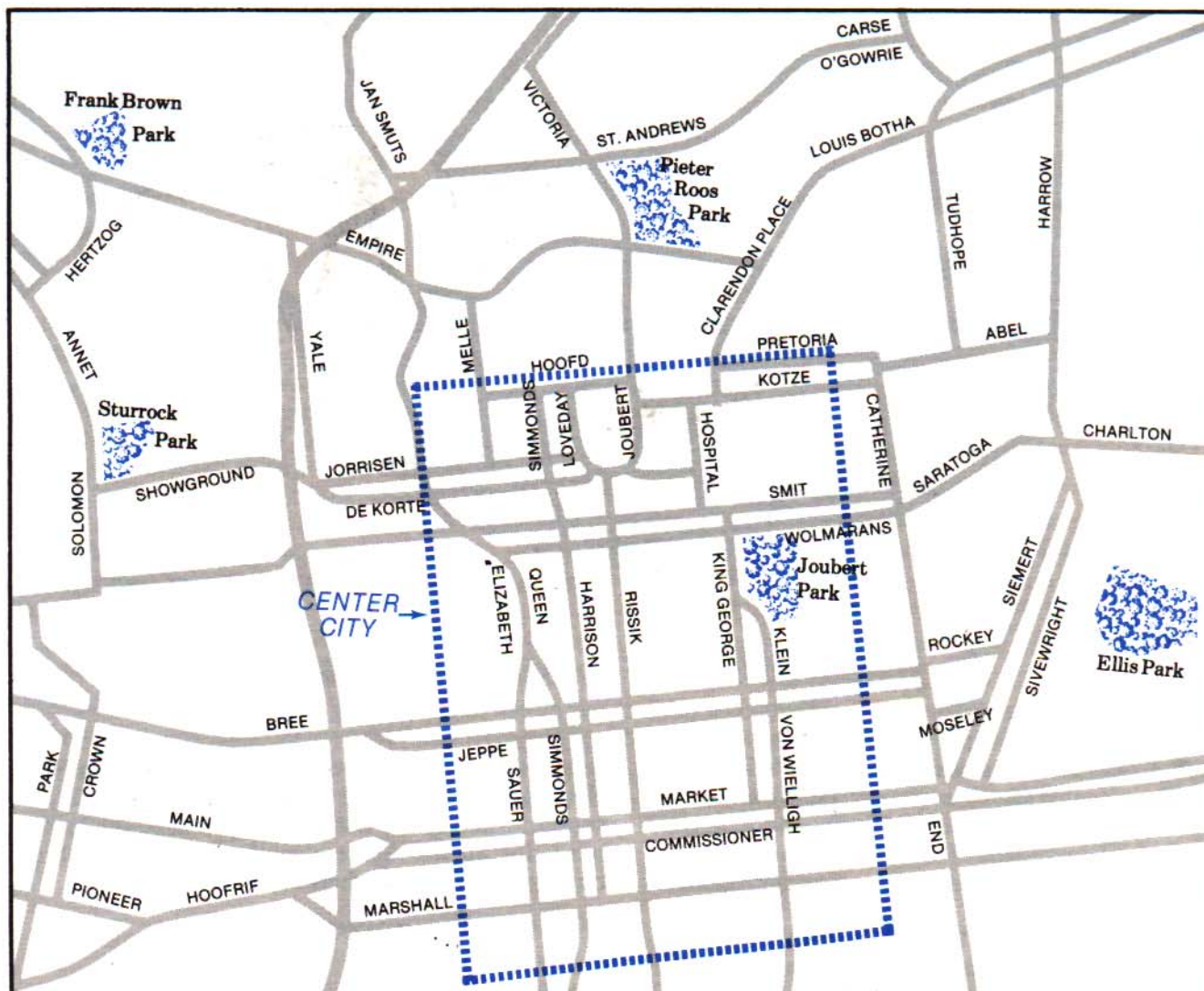
COMMUNICATIONS: Telephone service in South Africa is good and cities have direct dial systems. International calls also may be dialed directly. Any large hotel can send a telegram.

LANGUAGES: English, Afrikaan

GETTING AROUND: Taxis are available throughout the city, though after 10 P.M. it would be wise to call and order one. A car can be rented through the hotel desk.

EQUIPMENT: Ease Factor 5

INTELLIGENCE AGENCIES: The K.G.B., C.I.A., and M.I.6 all maintain Level 1 Station Houses here.



B. Gstaad, Switzerland

Gstaad has in recent years become one of the leading resort areas in the Bernese Oberland, competing with St. Moritz, Arosa, and Davos. In addition to skiing, ice hockey, curling, and tobogganing, there is the Annual Winter Horse Show. A short hike into the forests, glaciers, and hills around Gstaad will lead to small mountain lakes that are a trout fisherman's dream. Gstaad is also active during the summer when it hosts golf and tennis tournaments.

Many famous people have chalets here, including the royal family of Monaco and the Aga Khan.

HOTELS: Swiss resort hotels are designed with the idea that large areas make for happy guests. The bathrooms are comparable in size to an average living room anywhere else in the world. The hotels have retained the Old World decor. Service is very quick and very efficient. A Swiss-trained staff is an asset to any hotel in the world.

- **Gstaad Palace**
Swimming pool, tennis courts, and golf course. This hotel is the center of night life in Gstaad.
- **Olden**
Quiet restaurant, dancing after dark.
- **Alpina Grand Hotel**
Tennis courts, restaurants.

RESTAURANTS: Travellers looking to sample the native cuisine of Switzerland will be sorely frustrated, since there is none. Instead, the Swiss have borrowed from France, Germany, or Italy although there are some regional specialties. Some dishes include: *Geschentzeltes*, broiled veal with white wine sauce; *Klopfer*, a mild sausage; and *Bundnerfleisch*, an appetizer made of air-dried meat. Of course, no tour of Swiss food would be complete without fondue — melted cheeses and wine kept over a low flame. Pieces of French bread are placed on the end of long forks and

then dipped into the fondue. Anyone losing their piece of bread must kiss all members of the opposite sex around the table.

The best restaurants are found in the hotels.

MONEY: One pound equals 3.6 Swiss francs.

COMMUNICATIONS: Local or international calls may be direct dialed. Telegrams may be sent from any Swiss post office.

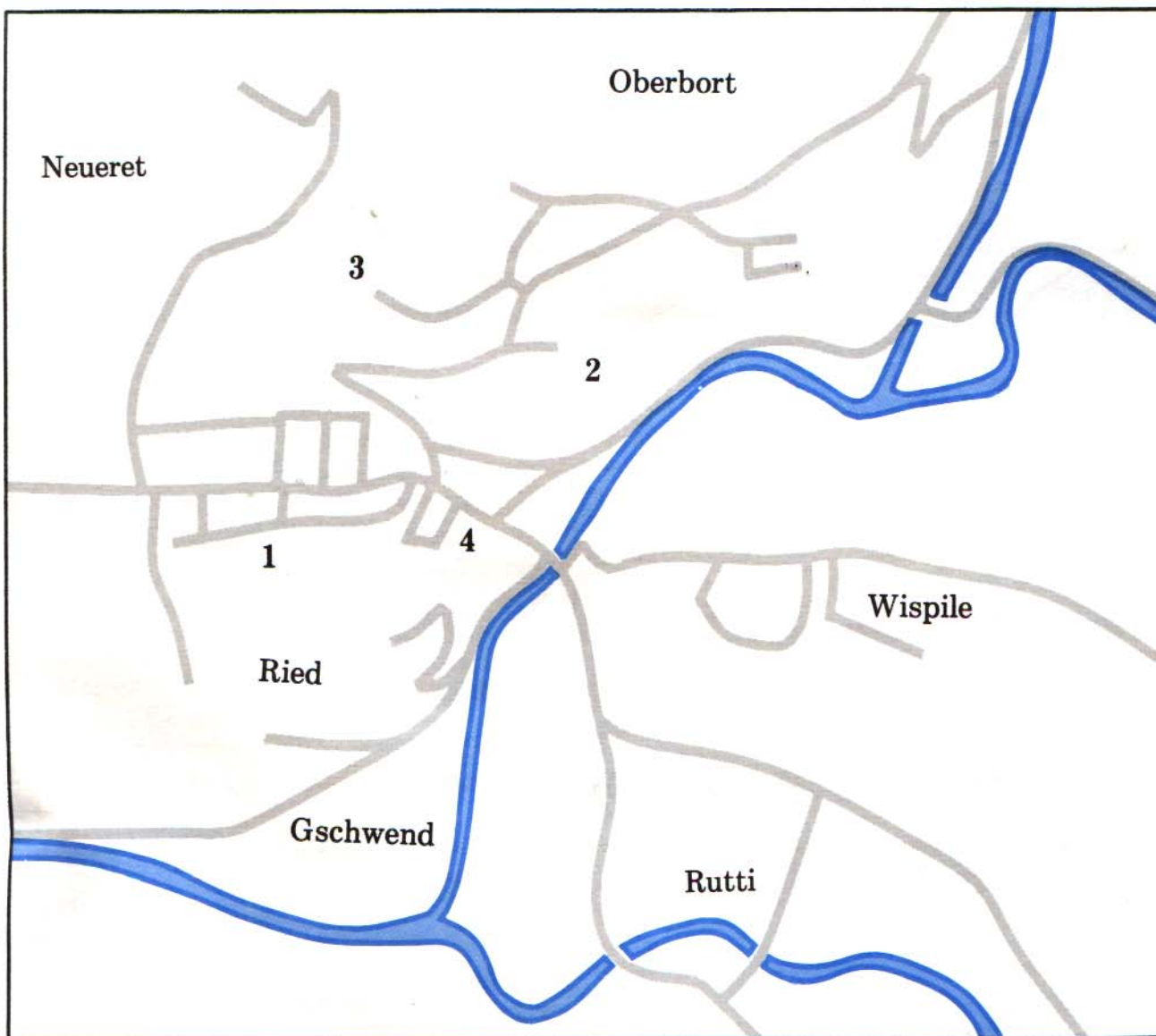
LANGUAGES: English, Italian, French, German

EQUIPMENT: Ease Factor 5

INTELLIGENCE AGENCIES: There are no Station Houses in Gstaad. The nearest Station Houses are in Zurich where the K.G.B., the C.I.A., and M.I.6 all maintain Level 2 Houses.

TRAVEL CHART

	London	Louisville	Johannesburg	Zurich
Zurich	13.0	2.5	17.0	-
Johannesburg	22.0	17.5	-	
London	10.5	-		
Louisville	-			



Key:

- 1 = Train station
- 2 = Hotel Gstaad Palace
- 3 = Hotel Alpina
- 4 = Olden Hotel



Adventure Index

This index is provided to help you deal with the large amount of information contained in the adventure and to save you from having to skim through pages to find certain concepts. The entries in **bold face** indicate the major parts in the adventure; entries in *italic* indicate the major sections; entries in **SMALL CAPS** indicate major headings within each section. All entries are followed by the page number they appear on. Buildings in various locations are followed by their numbers. Information regarding the various major locations (except Thrilling Cities) is listed under that location in the index.

Altering the Adventure, 44

Aston Martin, *Q Branch Equipment, 7*

- Bumpers, **PERSONAL VEHICLE, 8**
- Homer, **PERSONAL VEHICLE, 8**
- Machineguns, **PERSONAL VEHICLE, 7**
- Tire Slashers, **PERSONAL VEHICLE, 8**
- Tracking Radar, **PERSONAL VEHICLE, 8**

Auric Enterprises, 26

- Bomb assembly (Bomb Factory), 29
- Bomb components (Storage), 28
- Bomb timers (Storage), 28

BUILDINGS, 27

- Bomb Factory (10), 28
- Garage (3), 28
- Gatekeeper's House (13), 29
- Groundkeeper's Shed (11), 29
- Helipad (12), 29
- Main Offices (1), 27
- Storage (8-9), 28
- Warehouse (2), 27
- Workers' Quarters (4-7), 28

CALLING IN THE MARINES, 31

CAPTURE, 31

CHASES, 30

Clues (Main Offices), 27

Dart guns, GUARDS, 30

Emergency Escape CALLING IN THE MARINES, 31

ENCOUNTERING TILLY MASTERSON, 30

ENCOUNTERS, 30

FRIEDRICHSEN, INTERVIEW WITH, 26

Frontal assault, CALLING IN THE MARINES, 31

GETTING TO . . . , 26

GUARDS, 30

Krimmins, Marta (Gatekeeper's House), 29

Plutonium shipping drums, (Warehouse), 28

Shipping manifest, (Bomb Factory), 28

SNEAKING IN, 27

Torture, CAPTURE, 31

Auric Mining, 18

BUILDINGS, 20

- Commissary (7), 22
- Dormitories (5-6), 22
- Garage (2), 21

Generator (8), 22

Goldfinger's Cottage (1), 20

Infirmiry (4), 21

Mine, The (13), 23

Refinery, Fake (11), 23

Refinery, On-Site (10), 22

Rubble Piles (9), 22

Security (3), 21

Showers (12), 23

CAPTURE, 26

Chloroform (Infirmiry), 21

Dart guns, GUARDS, 23

ENCOUNTERS, 23

GETTING TO . . . , 18

GUARDS, 23

MAIN COMPOUND, THE, 20

MAIN GATE, THE, 19

Mine entrance (The Mine), 23

Natural gas tank (Commissary), 22

TV news report, GETTING TO . . . , 18

Workers (Dormitories), 22

Auric Stud, 32

Abort mechanism, STOPPING GOLDFINGER'S PLAN, 36

BUILDINGS, 32

Jet Hangar (4), 33

Main House (1), 32

Stables (3), 33

Veterinary, The, 33

Workers' Quarters, 33

Calling in the C.I.A., STOPPING THE CONTROL ROOM, 38

Cells (Main House), 33

CHASES, 34

CLIMACTIC FIGHT WITH ODDJOB, 37

Countdown, STOPPING GOLDFINGER'S PLAN, 36

Destroying the control room, STOPPING GOLDFINGER'S PLAN, 37

Disguises, SNEAKING IN, 38

EAVESDROP, 34

FLIGHT, THE, 32

Gangsters, death of, GOLDFINGER'S SPEECH, 35

Gangsters, identities of, EAVESDROP, 34

GETTING TO . . . , 32

Goldfinger's alarm, GUARDS, 33

Goldfinger's bedroom (Main House), 33

Goldfinger's escape, STOPPING GOLDFINGER'S PLAN, 37

Goldfinger's jet, GETTING TO . . . , 32

GOLDFINGER'S SPEECH, 34

GUARDS, 33

Guest rooms (Main House), 32

Li, Mei, THE FLIGHT, 32

Oddjob, damage in fight, CLIMACTIC FIGHT WITH ODDJOB, 37

Oddjob's bedroom (Main House), 33

OPERATION MIDAS TOUCH, 36

Recreation room (Main House), 32

SNEAKING IN, 38

STOPPING GOLDFINGER'S PLAN, 36

STORMING THE CONTROL ROOM, 38

Tack room (Stables), 33

Trainer's quarters (Stables), 33

Briefing for the Gamesmaster, 9

Briefing to the Players, 5

Friedrichsen, Kurt, GETTING TO AURIC ENTERPRISES, 26

GAFORE, PUSSY, Non-Player

Characters, 13

Gas sprayer, Q Branch Equipment, 7

GOLDFINGER, AURIC, Non-Player

Characters, 10

GOLDFINGER'S PLAN, 9

Goldfinger's Timetable, 43

Golf game, (see The Royal St. Marks)

Gstaad, (see Thrilling Cities)

Hijack, 40

Air-to-air chase, 41

Controlling the jet, 42

Damage from gunfire, 41

Learjet, 40

Introduction, 3

Johannesburg (see Thrilling Cities)

LING, DR. SUNG HI, Non-Player

Characters, 14

Locations, 15

Maps, 4

MASTERSON, TILLY, Non-Player

Characters, 14

ODDJOB, Non-Player Characters, 12

Oddjob's hat (see Oddjob description, Non-Player Characters)

Q Branch Equipment, 7

Rolls Royce, The, The Royal St. Marks, 18

Royal St. Marks, The, 15

BETTING ON THE GAME, 16

CHEATING, 17

RESOLVING THE MATCH, 16

ROLLS ROYCE, THE, 18

Special Problems, 43

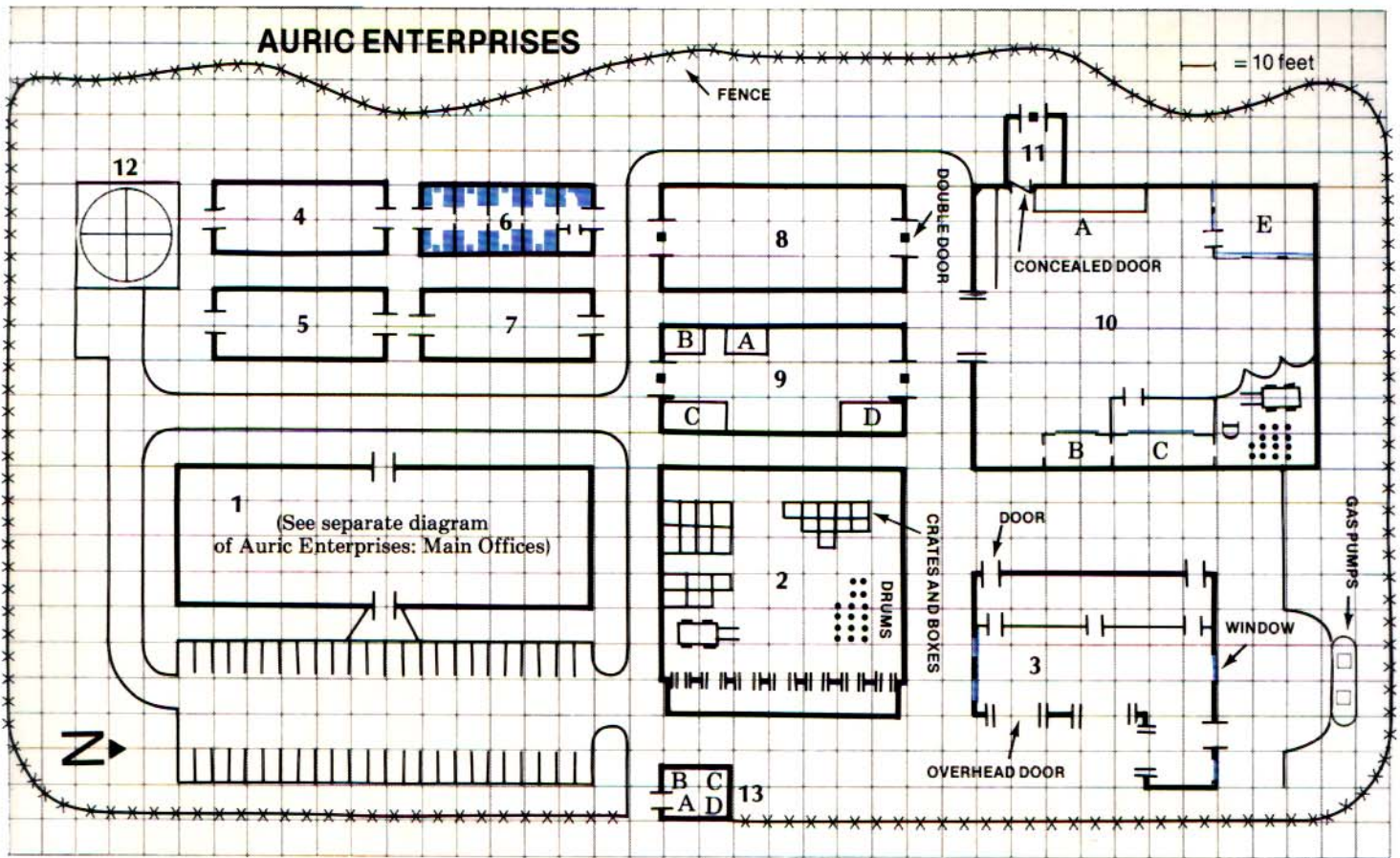
Thrilling Cities, 45

Gstaad, 46

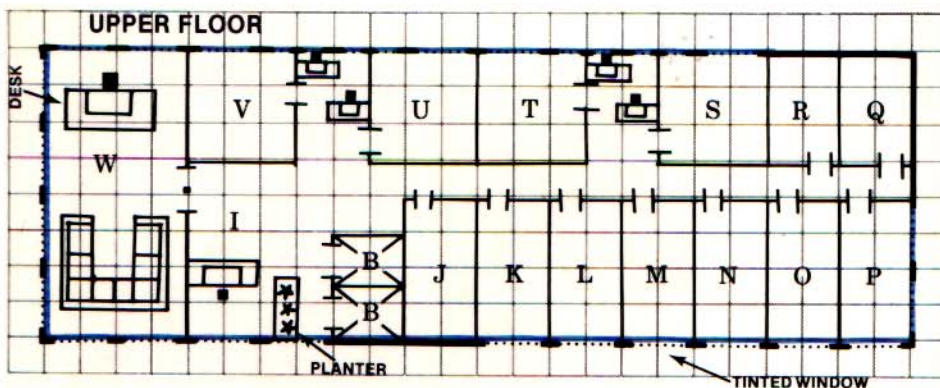
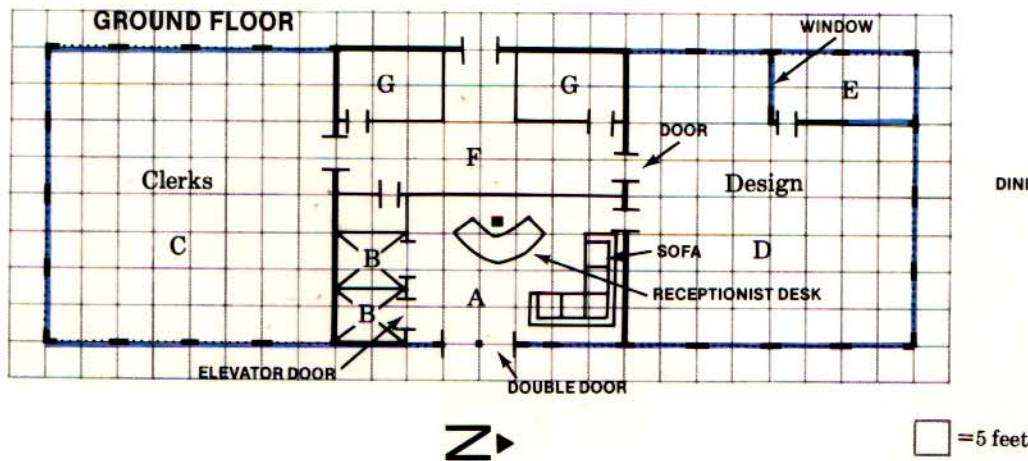
Johannesburg, 45

TRANSCIVER, Q Branch Equipment, 7

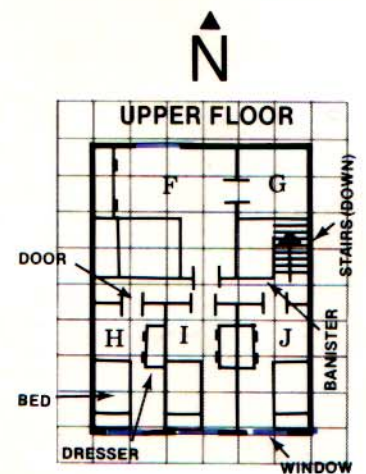
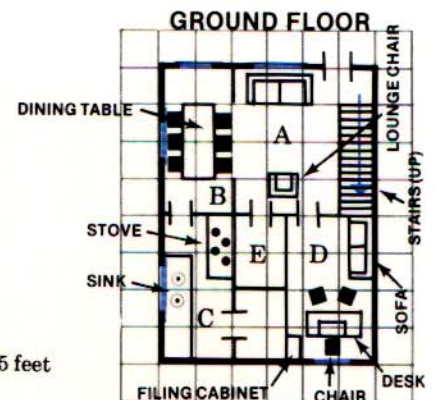
Travel Time Table, Thrilling Cities, 47



AURIC ENTERPRISES: MAIN OFFICES



**AURIC MINING:
GOLDFINGER'S COTTAGE**



FOR YOUR EYES ONLY



AURIC MINING
A Subsidiary of Auric Enterprises
BOX 2983, JOHANNESBURG, SOUTH AFRICA

Dear Mr. Merrit:

I am constantly amazed that you intelligent gentlemen cannot seem to grasp a simple fact of life. To wit, that there is no way I can allow your representative into the mining site. My stockholders simply will not allow me that liberty.

It is well within your purview to rescind my membership in the Chamber, in which case I will have to move my operation to another country.

However, once my process is proven successful, I can make very sure that no mine working in South Africa will be able to enjoy the increased revenue possible with its use.

If you have anything further to say on the subject, I suggest you write to me care of my manufacturing plant in Gstaad, as I will be flying there shortly and will be staying there for a time.

Sincerely,


Auric Goldfinger



HER MAJESTY'S SECRET SERVICE



M.I.6

MINISTRY OF INTELLIGENCE DEPARTMENT 6

SUBJECT: Auric Goldfinger

Age: 42

Height: 5'8"

Weight: 200 lbs.

BACKGROUND: Son of a watchmaker and a peasant girl in Riga in the Soviet Union. Grandfather worked for Faberge, designing jewelry for the Tsar. After the revolution, the family was forced to make a living by repairing watches since privately owned jewelry had fallen out of fashion.

Goldfinger escaped from behind the Iron Curtain during the Christmas visits in 1963 by using falsified papers and permits. Started small jewelry and pawn shop business in London. His profits from jewelry sales led him to obtain international jeweler's license. Since then, Goldfinger has branched out by buying up small businesses and resuscitating them by injecting new capital.

His empire has grown to include a wide range of business and manufacturing concerns. Some have been awarded government contracts. All security checks have proved negative.

Current holdings include: Auric Enterprises, Gstaad, Switzerland;
Auric Manufacturing, Madrid, Spain
Goldfinger Shipping, Athens, Greece.

His most recent venture is Auric Mining in Johannesburg, South Africa.

HOBBIES: Golf, horse racing and breeding (owns horse-breeding ranch in Kentucky, U.S.A.), and fine arts.

COMMENTS: Goldfinger, while all his holdings turn up legitimate, has an unnatural attraction for gold and has one of the world's largest personal stockpiles. It is suspected that at least some of this gold was obtained illegally, but nothing has ever been proved. His activities are monitored by international banking associations, the F.B.I., and Interpol.

Johannesburg Chamber of Mines

1248 Victoria Road • Johannesburg • SW 1

Dear Mr. Goldfinger,

We of the Chamber sincerely believe that we have been more than patient. On numerous occasions we have politely asked if we may send a representative to Auric Mining in order to make sure the working conditions there are safe.

If I may say so, the impertinence and rudeness that is clearly displayed in your letters to the Chamber is hardly called for.

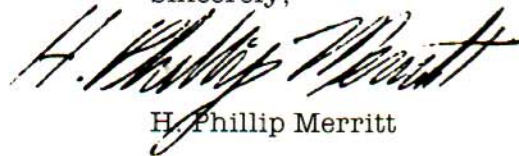
But, as you seem only to understand force and threats, we at the Chamber must reply in kind.

I'm afraid we must demand on-site inspection of your refinery works. As stated in our previous letters, we are not interested in stealing your proprietary process and you can rely on our discretion.

Failure to comply with our request may force us to review your membership in the Chamber with an eye towards cancelling it. As you must realize, you will have no way to continue your mining operations without such membership.

I hope this letter convinces you of the determination we feel and that you will reply in the affirmative.

Sincerely,

A handwritten signature in dark ink, appearing to read 'H. Phillip Merritt', with a stylized, cursive script.

H. Phillip Merritt

AURIC ENTERPRISES

BOX 398, GSTAAD, SWITZERLAND

SHIPPING MANIFEST

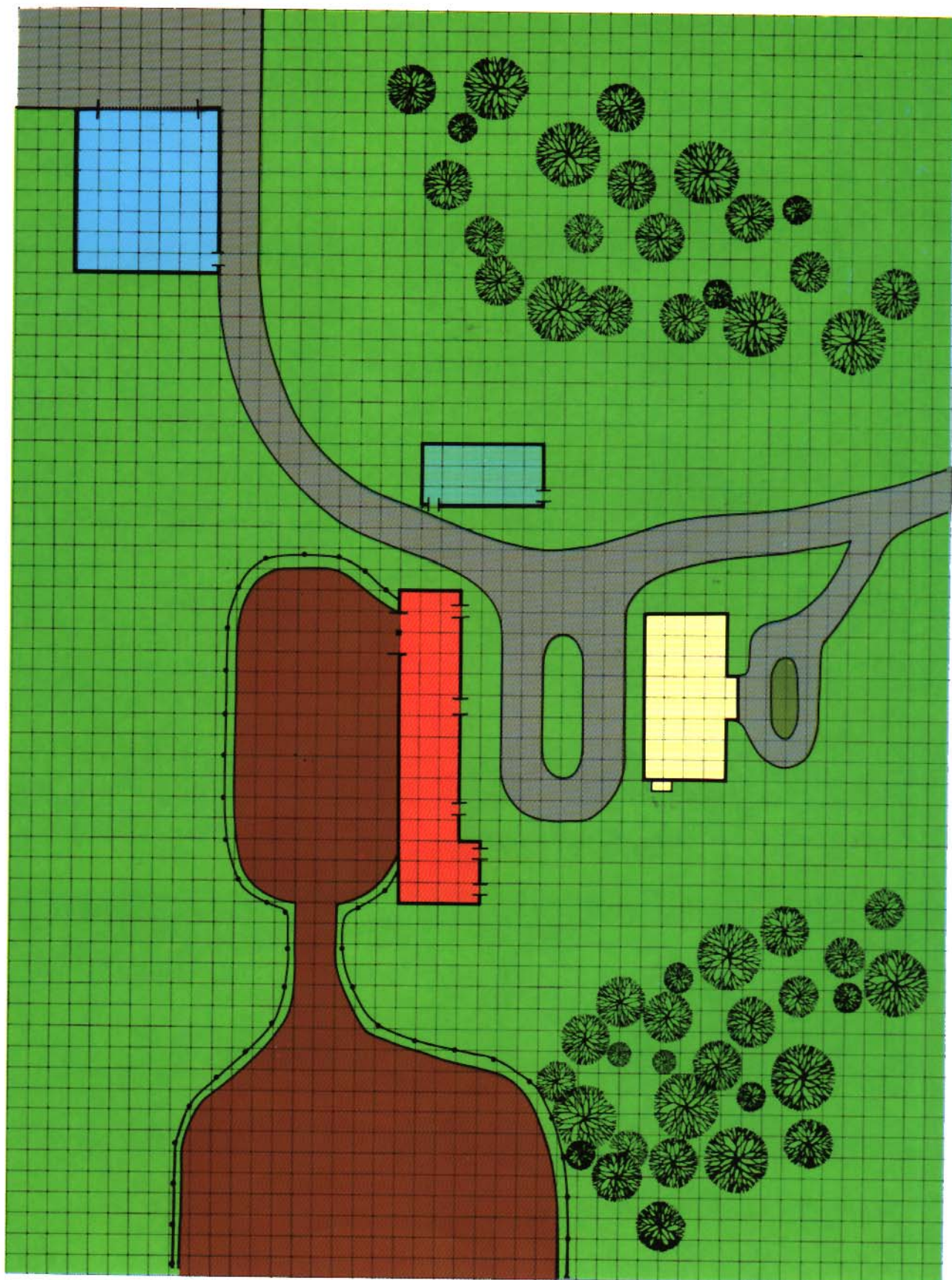
FROM: Auric Enterprises, Gstaad, Switzerland

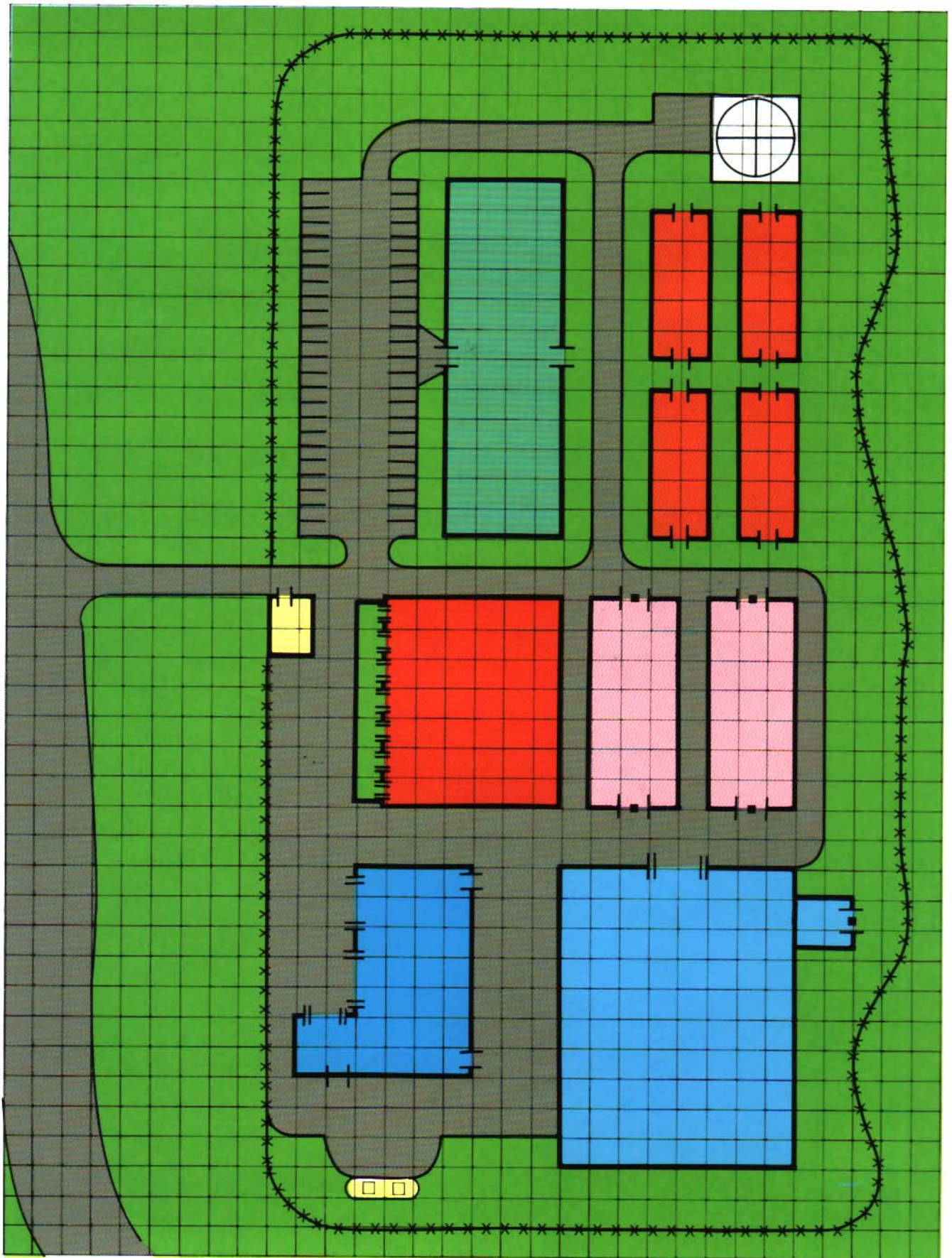
TO: Auric Stud, Kentucky, U.S.A

CONTENTS: Computer terminals (5)

Transmitter/Receivers (4)

Microwave antenna (1)





WORLDWIDE TELECOMMUNICATIONS

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COLONEL SMITHERS:

HAVING WONDERFUL TIME - STOP - HAVE MET GOLDFINGER'S TRAVELLING
COMPANION - STOP - HAVE FOUND HER QUITE COMPANIONABLE - STOP -
BELIEVE YOUR SUSPICIONS ARE WELL FOUNDED - STOP - COMPILE ALL
AVAILABLE DATA ON AURIC MINING, JOHANNESBURG, SOUTH AFRICA - STOP -
WARMEST REGARDS - STOP - MARK HALLIWELL - STOP - P.S. GOLDFINGER
CHEATS AT CARDS - STOP

TOP SECRET
Classified
Information



GOLDFINGER

Is someone tampering with the world's gold supply?

BRIEFING: International industrial magnate Auric Goldfinger is suspected of smuggling gold out of England. But there is no solid evidence against him. Also, he has backed suspicious gold mining explorations around the world. Are Goldfinger's actions merely the work of a greedy man, or is he plotting some more sinister design against an unsuspecting world?

MISSION: The British Secret Service has called on you, one of its top secret agents, to follow Goldfinger and unravel the mystery behind the Man with the Golden Touch. But you must be careful. If you tip Goldfinger to your real purpose or force his hand too early, you may find yourself having to confront his murderous bodyguard, Odd Job.

The *Goldfinger* Adventure package contains:

- A fully illustrated 48-page Gamesmaster's Guide which includes complete instructions on running an adventure.
- An Agent's Briefing Dossier from M.I.6 with 8 Mission Information Sheets.
- A full color wrap-around folder complete with detailed maps of the major areas where encounters might occur.

Auric Goldfinger

The Man
with the Golden Touch



Tilly Masterson

Out to Get Her Man,
Permanently



Laser Gun

For Burning Holes
in Solid Objects



ADVENTURE DESIGN
Robert Kern

GAME SYSTEM DESIGN
Gerry Klug

VICTORY GAMES, INC., New York, NY 10001

JAMES BOND
007

#35003