

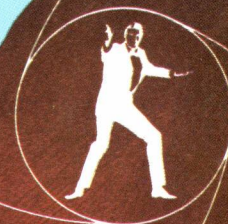
An Adventure
for 1 to 3 Players
PLUS Gamesmaster

**YOU ONLY
LIVE TWICE II**

BACK OF BEYOND

**JAMES BOND
007**

Role Playing
In Her Majesty's
Secret Service



James Inc.

VICTORY GAMES, INC.
New York, NY 10001

35016

©Danjaq S.A. (1961)

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For Ages 12 to Adult

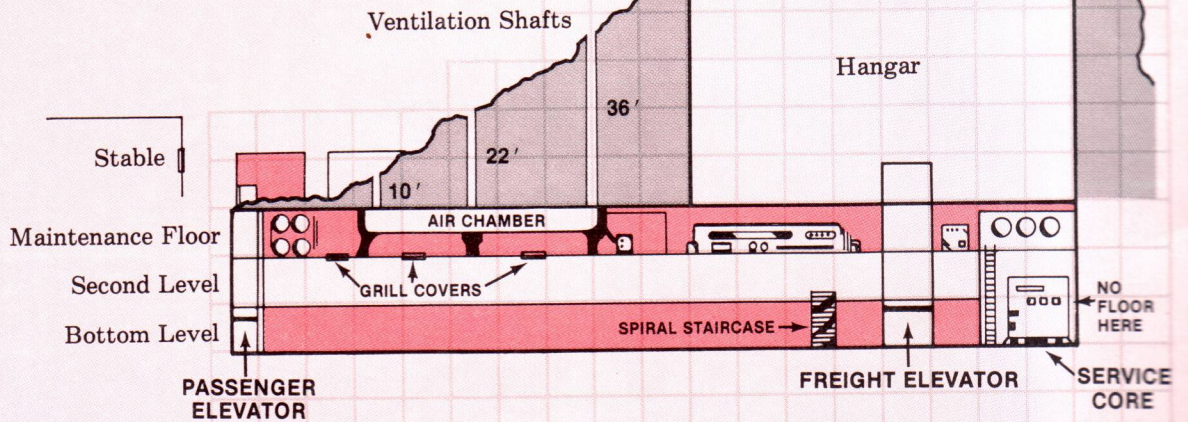
Gamesmaster Screen

Outback Headquarters

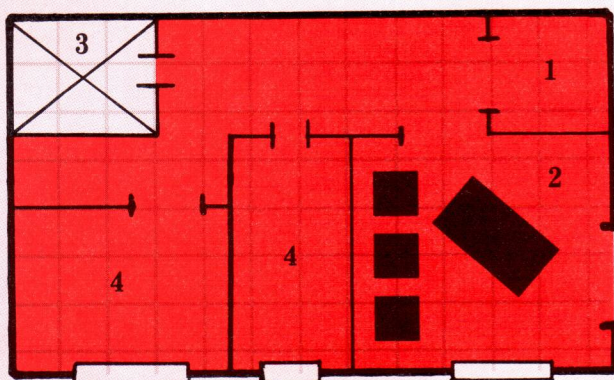
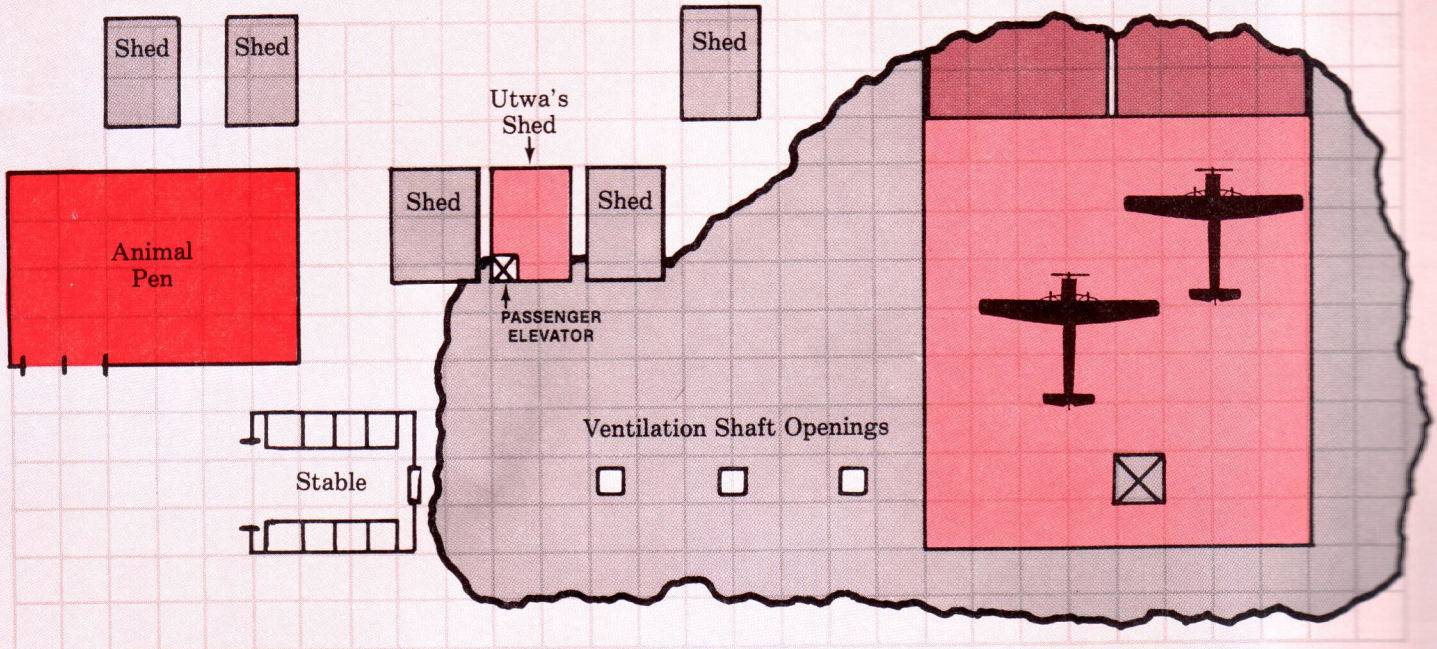
CAMOFLAGED
DISHBOWL
ANTENNA

SIDE VIEW

□ = 10 feet



TOP VIEW



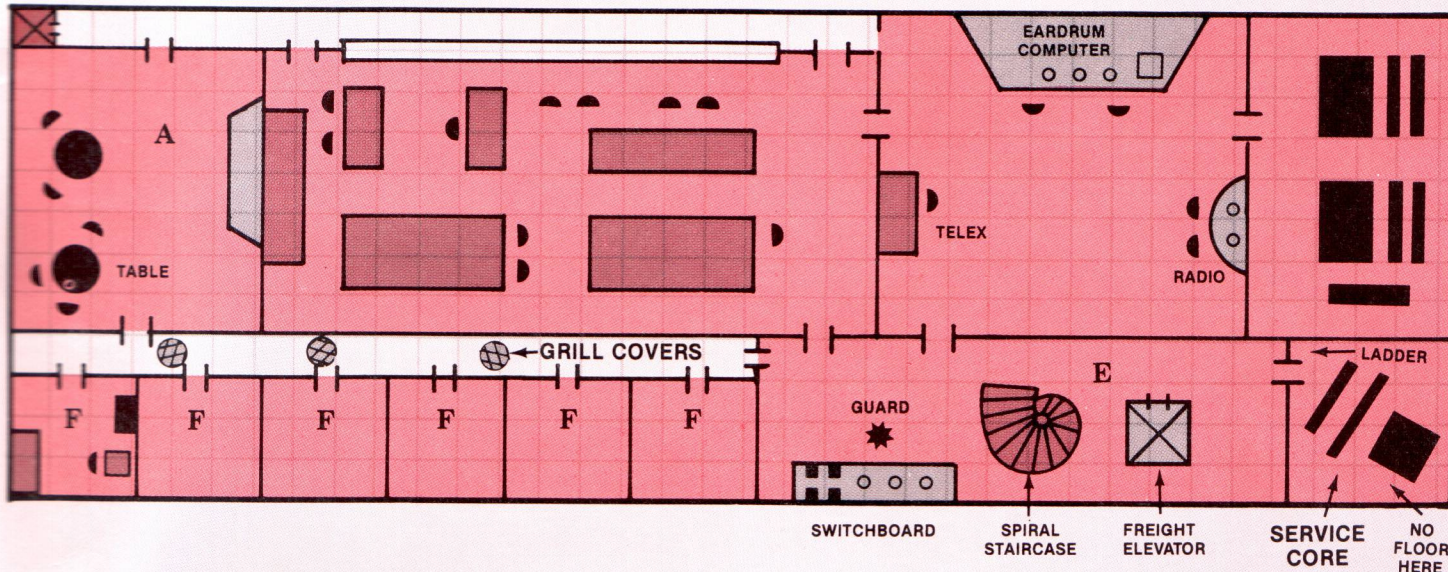
Utwa's Shed
1=Bathroom
2=Living Room
3=Elevator
4=Bedroom

□ = 2 feet

—|—| = Doors
—□—□ = Window

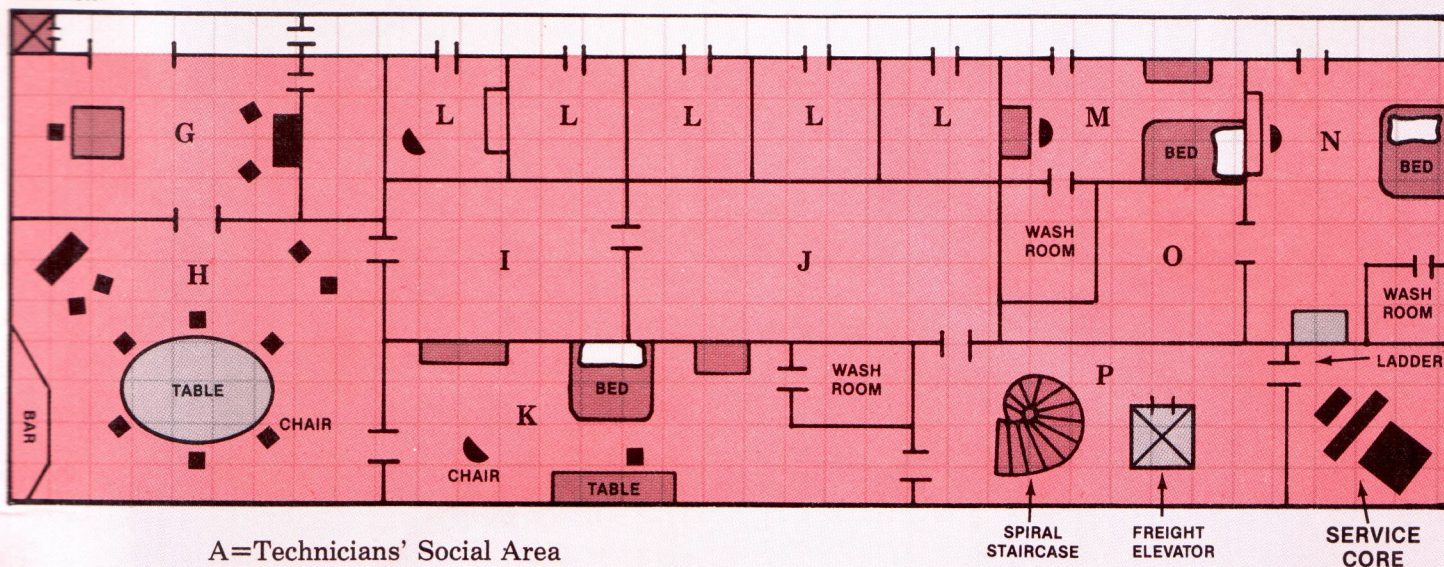
SECOND LEVEL □ =5 feet

PASSENGER
ELEVATOR



BOTTOM LEVEL □ =5 feet

PASSENGER
ELEVATOR



- A=Technicians' Social Area
- B=Laboratory
- C=Communications Room
- D=Computer Room
- E=Security/Freight Elevator
- F=Technicians' Quarters
- G=Reception
- H=Dining Room
- I=Kitchen
- J=Storage
- K=Offelmann's Bedroom
- L=Guest Rooms
- M=Saito's Room
- N=Frober's Room
- O=Gym
- P=Security/Freight Elevator

Credits

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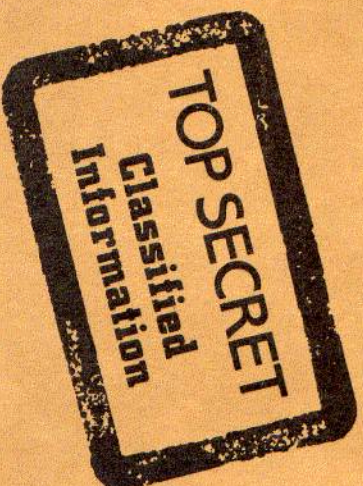
Camera Dept. Supervision: Elaine M. Adkins

Production: Ted Koller, Rosaria Baldari,

Colonial Composition, Monarch Services, Inc.

Project Oversight: W. Bill

FOR YOUR EYES ONLY



TOP SECRET
Classified
Information

CUT ALONG BLACK LINE

BUSINESS CARDS

DOWN UNDER SHOP

- Australian Artifacts -
- Aboriginal Jewelry -
- Collectibles -

Bernard Drysdale
Proprietor

25 Liverpool St.
Sydney

DOWN UNDER SHOP

- Australian Artifacts -
- Aboriginal Jewelry -
- Collectibles -

Max Rothgeb
Proprietor

16 Newgate Street
London



PHOTO OF CUNNINGHAM AND HIROSHI

AERL

Australian Environmental Research Laboratory
Liverpool Street, Sydney, Australia

INVOICE NO.
59086

S
O
L
D
T
O

Max Rothgeb
Down Under Shop
16 Newgate Street
London, England

S
H
I
P
T
O

Max Rothgeb
Down Under Shop
Hangar 12, Colson Airfield
London, England

SHIPPING RECEIPT

DATE ORDER PLACED	DATE ORDER SHIPPED	SHIPPED VIA	ACCOUNT NO.	LAB SECTION
Nov. 18	Nov. 24	AIR		

ITEM NO.	QUANTITY	DESCRIPTION	PRICE (EACH)	TOTAL PRICE
		Agricultural Tools & Eqpmnt.		
<p><i>Crates already marked</i></p> <p><i>Personally authorized by</i></p> <p><i>Mrs. Tajima</i></p> <p><i>H N</i></p>				
			TOTAL DUE	
This shipment has been inspected and passed by the AERL. Thank you.				

ME + HIROSHI
27 Nov.

61/2/338-4222

HER MAJESTY'S SECRET SERVICE



M.I.6

MINISTRY OF INTELLIGENCE DEPARTMENT 6

AUTOPSY REPORT

December 3

Subject: Lachlan Cunningham

It has been determined that Cunningham died as a result of a massive stroke. The stroke was caused by a small microchip which had been surgically implanted behind the subject's left ear in the bone hollow known as the mastoid process.

The microchip apparently served as some sort of radio receiver (there was not time enough to do a thorough study) and could emit an electrical charge of varying intensity.

On the lowest setting the microchip could make the subject very susceptible to suggestion when used with hypnosis or brainwashing techniques. When a full charge is given the brain synapses (in laymen's terms) is short-circuited and the subject dies of an apparent cerebral hemorrhage or stroke.

The microchip is capable of receiving a radio signal, so the person or persons who designed and inserted it could have caused the chip to emit the electrical charge by remote control. This is only speculation until Q labs have had a chance to investigate the chip more closely.

WE MUST
DETERMINE THE WHEREABOUTS
OF ANYONE WHO HAS HAD THIS
CHIP IMPLANTED IN THEM SO
WE CAN INITIATE REMOVAL.
- M

WARNING

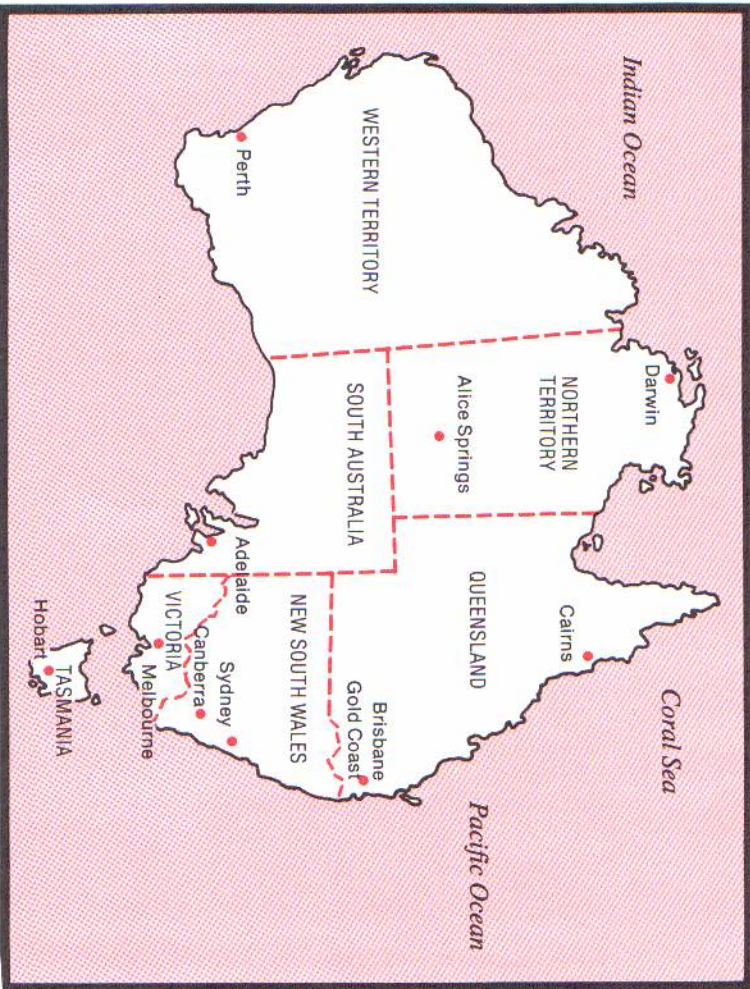
RECEIVING THIS LETTER AUTOMATICALLY MAKES YOU LIABLE TO THE OFFICIAL SECRETS ACT

AUSTRALIA

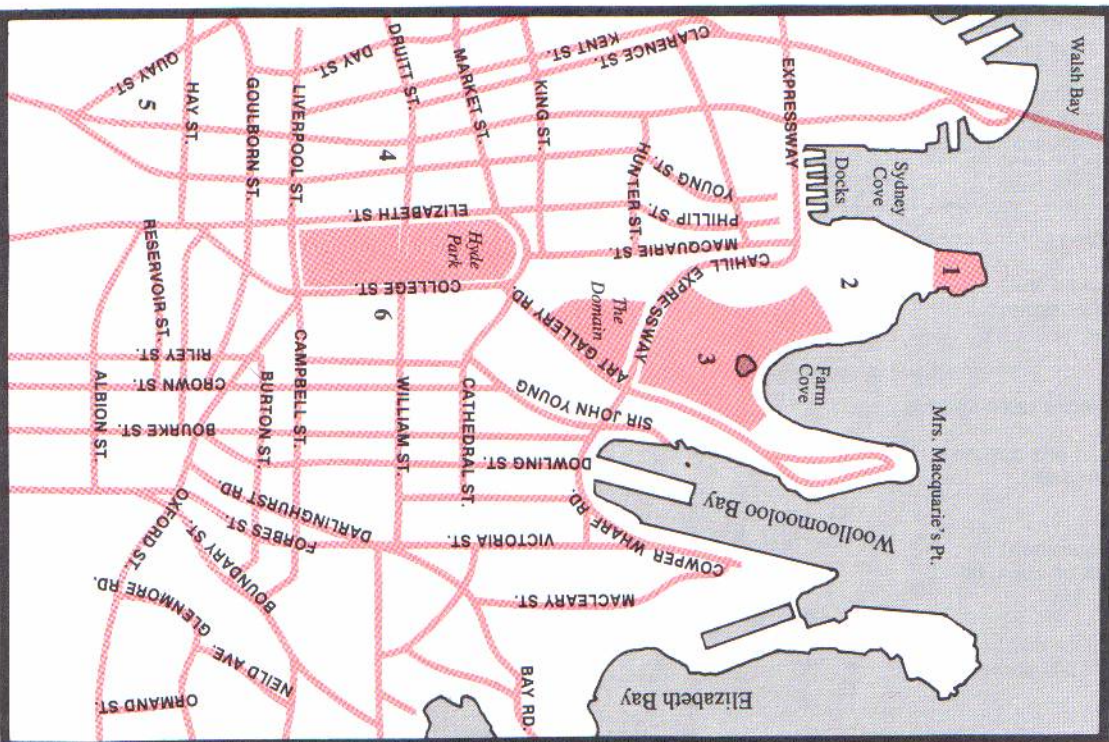
Australia is the world's largest island and smallest continent at a little under three million square miles. The winter and summer seasons are the reverse from what people living in the Northern Hemisphere are used to — July and August are Australia's coolest months, while New Year's Day can be scorching. Another relative oddity is that when one flushes a toilet, the whirlpool will flow the opposite direction from whirlpools in the Northern Hemisphere.

The middle of the continent is arid and desolate. This no-man's land is called The Centre, or the "Outback". The population of this area is severely limited. Some areas receive enough rain to support the raising of cattle and sheep, but the weather is never dependable. Even lakes and rivers shown on official Australian maps are almost always dry. Not all of Australia suffers in this way, however. The top of the Northern Territory has a "wet season" which includes a monsoon or two.

AUSTRALIA



SYDNEY: CITY CENTER



- 1 = Sydney Opera House
- 2 = Government House
- 3 = Botanical Gardens
- 4 = Town Hall
- 5 = Chinatown
- 6 = Australian Museum

SYDNEY

Sydney is Australia's largest city, consisting of tall towers and a population of 3 million busy people. Big blue buses zoom through crowded streets and a fleet of ferry boats is constantly pushing into the piers of Circular Quay and lunging back out again. "Sydney-siders" say theirs is the country's liveliest city.

Sydney consists of two important areas: The Rocks, which is the city's oldest commercial/residential neighborhood, and Downtown Sydney, which Sydney-siders refer to as "The City" or "City Centre". The City begins at the end of Sydney Cove at Circular Quay. A ten minute stroll from here will bring one to the famous Sydney Opera House, which took 14 years to build at a cost of \$102 million. The City contains much of the business community as well as many sight-seeking attractions, including the tallest building, Sydney Tower, at Market and Pitt Streets.

Sydney boasts a colorful nightlife. There is the opera house, a number of theatres, and a multitude of discos and social clubs. New wave and pop clubs have sprung up recently in the King's Cross area (comparable to London's Soho or New York's Greenwich Village). King's Cross is the region where Darlinghurst, Potts Point, and Elizabeth Bay meet (the two main thoroughfares are Darlinghurst Road and Macleay Street). In this rough square mile, one will find every conceivable brand of nocturnal action from international eateries to sleazy strip joints.

MONEY: Two Australian dollars make one pound. Major credit cards are accepted.

COMMUNICATIONS: Calls throughout Australia can be dialed directly. Modern pay phones take coins. International dialing is available in the major cities. In the bushland, however, one will need assistance from an operator to place an international call.

STRINE GLOSSARY

Most everyone in Australia speaks English, but there are many peculiarities of slang which takes some getting used to. The language is called "Strine", which is the word Australian spoken in Strine. In Strine, many words are mushed together — for example, Strines eat "semmiches" (sandwiches), take "shares" (showers), or turn on the "egg nishner" (air conditioner). There is a tendency to make the "a" sound like an "i" — "mate is pronounced "mite". "daisy" becomes "dicey".

Airy-Jane: airplane

Amber: beer

Arvo: afternoon

Back of beyond: far away in the Outback

Bail up: to rob, hold up

Beaut: beautiful

Bike: a "very friendly" woman

Billabong: water hole in a semi-dry river

Blake: man, guy

Boomer: anything large in size or magnitude

Bo peep: quick, look, peep

Brass Razoo: fictitious coin

Brumby: wild horse

Cobber: friend

Coo-ee: an attention-getting cry in the Bush

Dinkie-die: the whole truth

Dinkum: genuine or honest

Dragon: old crone

Dunny: toilet

Fair go: a good, reasonable chance

Facilities: toilets

Flat out: as fast as one can go

Fluff: attractive woman

Gaol: jail

Gear: clothing, equipment

Good on ya!: term of approval

Grog: alcoholic drink

Jackeroo: apprentice cowboy

Jillaroo: female of the above

Jumbuck: sheep

Kip: bed, to sleep (verb)

Lair or Larrikin: show off, young lout

Lob: arrive, throw

Mozzie: mosquito

Never never: desert land far away in the Outback

Old man: adult male kangaroo

Outback: The Bush

Pinch: arrest

Pom or Pome (Pommy): Englishman (Prisoner Of Mother England)

Sheila: woman

She'll be right!: don't worry

Snoot: disagreeable person

Square off: apologize

Station: large farm or ranch

Strop: stupid person

Technicolor yawn: vomit

Track: country road

Trendy: avant-garde

Two-pot screamer: somebody who can't hold his liquor

Ute: utility truck

Walkabout: travelling on foot for long distances; an aboriginal tradition

Wurley: Aboriginal shelter, "humpy"

Yank: American

CUT ALONG BLACK LINE

December 4

100-5-50-45-65-5:

100-25-90-65-45-70-5-100-25 65-45-95-45-120 5-105-95-95-45-25-95

45-65-65-25-20-45-5-100-30-60-125 STOP 60-75-70-20-75-70

95-40-75-80 15-60-75-95-25-20 125-25-95-100-25-90-20-5-125 STOP

40-5-110-25 40-45-90-75-95-40-45-65-5 55-25-25-80 100-5-10-95

75-70 5-90-90-45-110-45-70-35 5-35-25-70-100-95 STOP

45-70-95-100-90-105-15-100 20-90-125-95-20-5-60-25 — 95-25-70-20

15-40-25-65-45-15-5-60-95 100-75 75-25-80-5 105-80-75-70

90-25-15-25-45-80-100 STOP 125-75-105-90 80-90-25-95-25-70-15-25

70-25-25-20-25-20 40-25-90-25 STOP

105-60-105-90-105

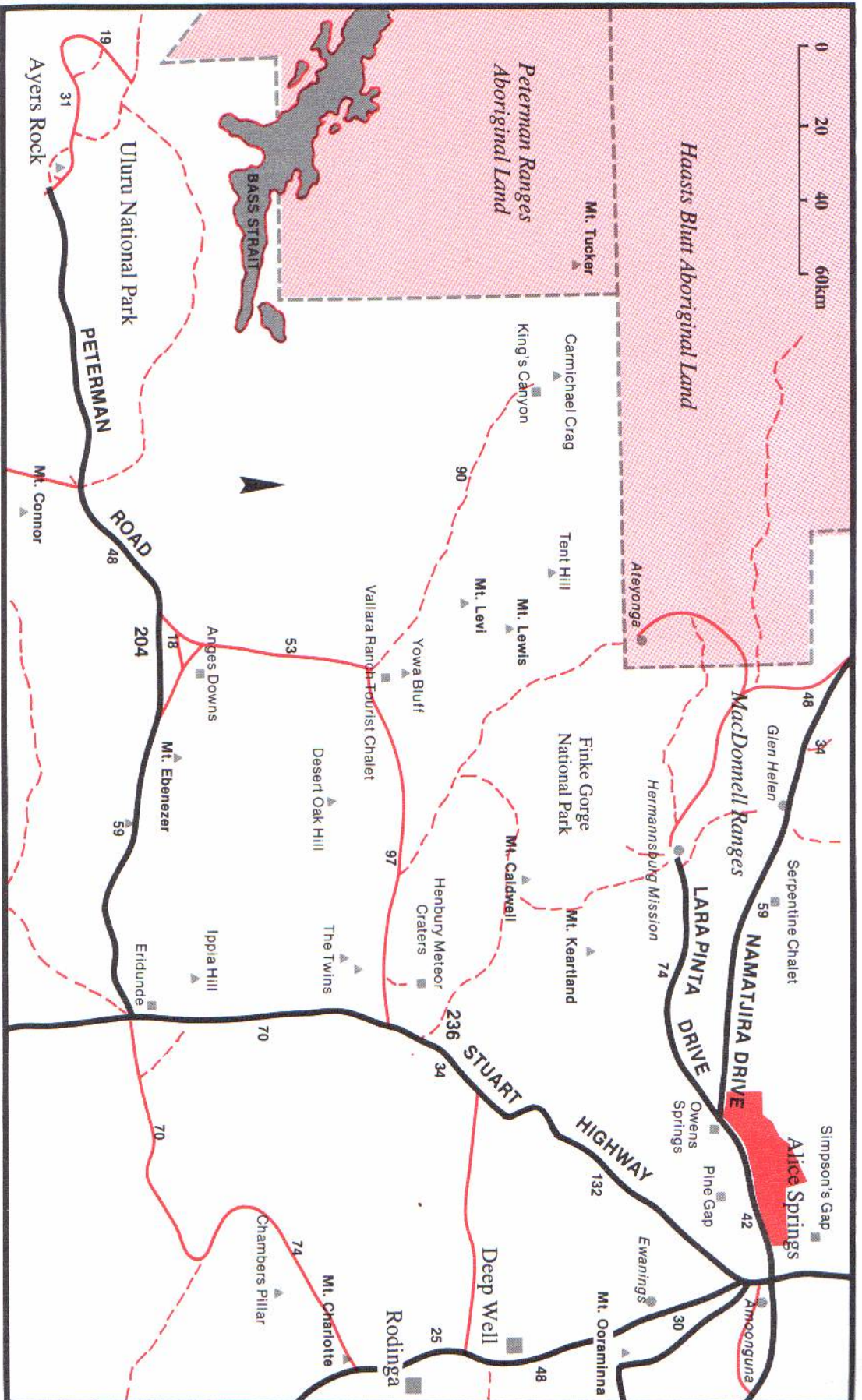
December 4

TAJIMA:

TERMINATE M.I.SIX AUSSIES IMMEDIATELY STOP LONDON SHOP CLOSED
 YESTERDAY STOP HAVE HIROSHIMA KEEP TABS ON ARRIVING AGENTS STOP
 INSTRUCT DRYSDALE — SEND CHEMICALS TO O.E.P.A. UPON RECEIPT STOP
 YOUR PRESCENCE NEEDED HERE STOP

ULURU

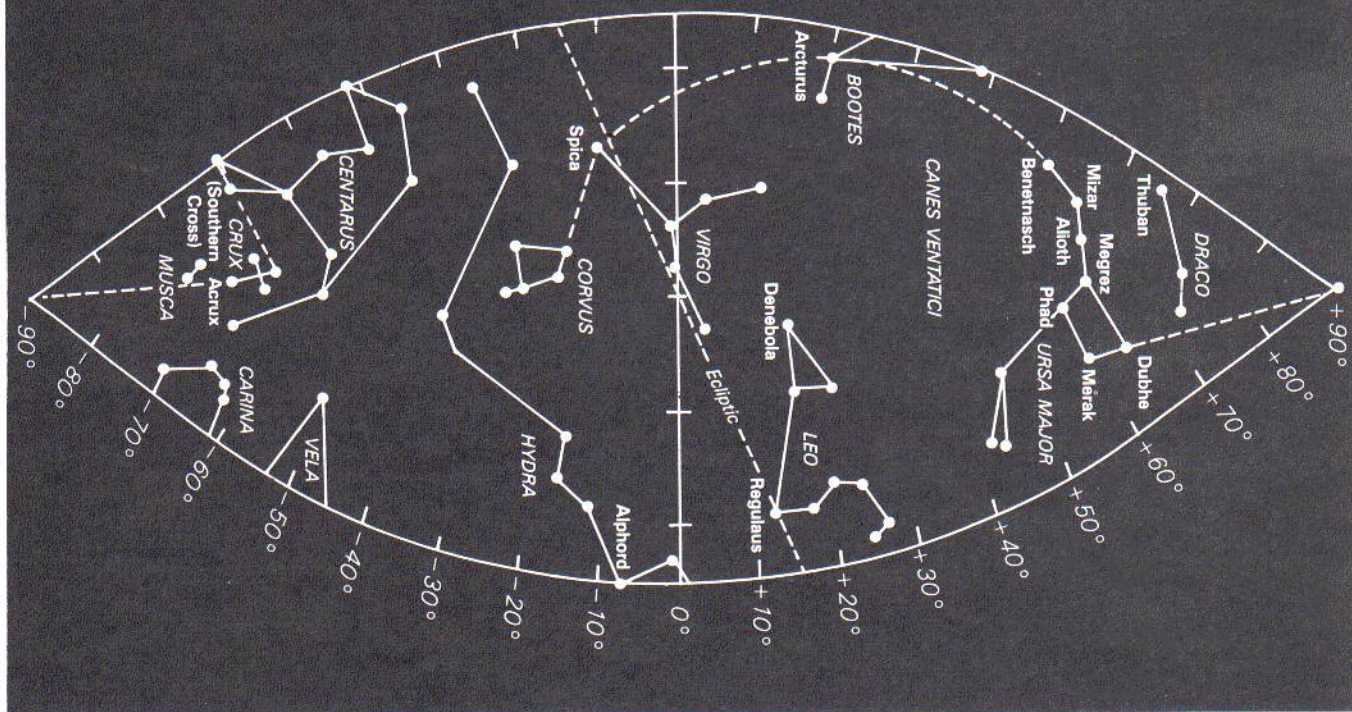
Key: Every number, divided by five, stands for the corresponding number in the alphabet.



WARNING

AGENTS VENTURING INTO THE OUTBACK SHOULD NOTIFY THE LOCAL STATION HOUSE BEFORE LEAVING. YOU SHOULD GIVE YOUR DESTINATION AND APPROXIMATE ARRIVAL TIME. IN THIS WAY, A SEARCH CAN BE INSTIGATED FOR YOU IF YOU ARE SIGNIFICANTLY LATE. AGENTS WORKING UNDERCOVER AND UNABLE TO CONTACT THE STATION HOUSE SHOULD INFORM THE LOCAL POLICE OR OTHER AUTHORITY OF THE DESTINATION AND ARRIVAL TIME. IT IS IMPERATIVE THAT THIS DIRECTIVE BE FOLLOWED SINCE MANY PEOPLE HAVE BECOME LOST IN THE OUTBACK AND DIED.

STAR MAP



Outback Survival Precautions

1. Do not venture into the Outback without letting the authorities know your destination and arrival time. If possible, leave a copy of your route or itinerary with the authorities.
2. Take plenty of extra water, there are very few wet spots in the Outback.
3. For the same reason, take extra food.
4. Always wear a head covering to avoid sunstroke or severe burns.
5. Most roots and plants are edible. Observe what the wildlife eats since it is likely it will not be poisonous. Most wildlife is edible but stay away from the wild dogs (dingoes) since they can be very fierce, especially when feeding or on the hunt.
6. In an emergency, water can be gotten from the roots of the mallee plant, wattle plant, bottle trees, needlebush, kurrajong or goldfield water tree — break roots into short lengths and squeeze.
7. To find your direction during the day, let the sun guide you. At night, the bisecting lines of the Southern Cross is celestial South pole.

DINKUM AIR COURIER EXPRESS

FROM: Bernard Drysdale
Down Under Shop
25 Liverpool Street
Sydney

TO: Jim Mozako
Outback Environmental
Protection Agency
Ayers Rock

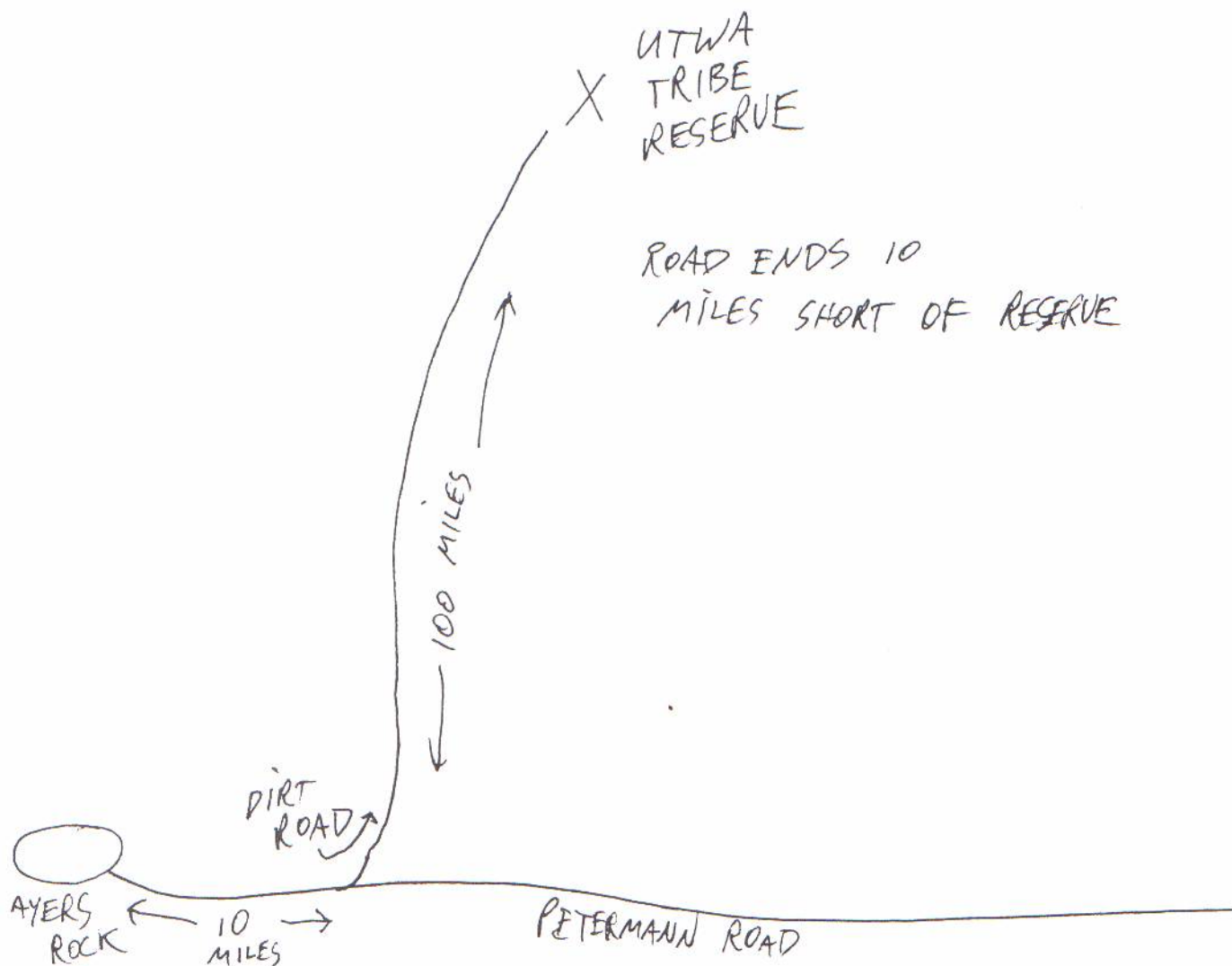
CONTENTS: Chemicals

DATE: Dec. 4

PICKED UP: Yes

WILL BE DELIVERED: Dec. 5

"We ship anything from a Brass Razoo to a Boomer."



Gamesmaster Guide

YOU ONLY LIVE TWICE II BACK OF BEYOND



An Original Adventure Module for the *James Bond 007 Game*

Created and published by Victory Games, Inc.

ADVENTURE DESIGN
Raymond Benson

GAME SYSTEM DESIGN AND PROJECT GUIDANCE
Gerard Christopher Klug



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

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Part I: Introduction and Briefings



A. Introduction

The *You Only Live Twice II: Back of Beyond* Adventure Module is designed to be played by one or two characters and a Gamesmaster. It offers a challenge to one character of "00" rank or two of Agent rank. One "00" and one Agent or one "00" and one Rookie may also play as a team. If only Rookie characters are being played at least three should go on this mission.

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

players will not anticipate events.

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

In the center pages of this booklet are the Mission Sheets for the adventure. You should carefully remove these pages and prepare them as outlined at the beginning of each location description.

B. Briefing for the Characters

It is 6:00 A.M. Sunday, December 3, when the characters arrive at M.I.6 headquarters, responding to an emergency call. In the first gray glow of dawn, the characters can see some people, either just getting up or just going home, stopping in Regent's Park to collect their thoughts. Inside, Miss Money Penny, still looking half asleep, is busy at her phone. She motions the characters into M's office without the usual cheery chit-chat.

Behind his desk, M puffs furiously on his pipe, adding to the dense smoke already permeating the office. The heavy smoking, combined with the presence of M at headquarters so early on a Sunday, should tell the characters that something is far amiss.

M glances up briefly. "Sit down," he says, returning to reading some handwritten reports on his desk. After a brief moment, M looks up and begins. "Some top secret files were stolen from Q Lab about an hour ago. A lab technician, one Lachlan Cunningham, was caught red-handed, but after he got out of the building. The guard on duty at the lobby entrance saw Cunningham leaving carrying a file folder. Cunningham had ripped out the special security strip that is inserted in all Q Lab folders. The guard was perceptive enough to notice the rip in the folder and, after alerting the main security office, started after Cunningham.

"He saw Cunningham, bold as brass, handing the folder over to two men across the street from here. The guard shouted for the men to halt. The two men fled; the officer shot twice into the dark. One of the intruders was killed, his body is currently down in Q labs, but the other one got away with the folder. The guard ran up and knocked down Cunningham and captured him."

Note: *The lobby guard at headquarters always uses a silenced automatic, so no one could hear the shots and report it to the police.*

"The dead man has been tentatively identified as Stu Howart, an Australian of aboriginal descent. We found his international driver's license and a pilot's license, but nothing else. We've been waiting for the sun to come up so we can send some people out to have a quiet look around for clues. Those people you may have seen milling about in Regent's Park are ours, making sure that no one comes along to clean up any clues.

"Cunningham's being held in the detention area downstairs. When he woke up, he was disoriented and confused. He denied ever stealing the file but cannot account for his actions for the night, and he cannot remember how he got to headquarters. I would be inclined to think of this as some kind of ploy, except that the guard, looking back on the incident, says that Cunningham stood still through the exchange of gunfire and didn't put up a struggle when tackled. The guard believes Cunningham was in some kind of a trance. As fanciful as it seems, I agree; I suspect some kind of brainwashing.

At this point, Q walks in and hands M a report. M looks it over and says, "Hmmm . . . We've identified the missing file. It was one of the files on loan to us from the Army dealing with the experiments conducted during World War II by Oskar Offelmann. Q Branch was in the process of putting all our files, along with some from other groups, into the main computer.

"According to the Army, Offelmann's notes and files were discovered by the the Number 30 Assault Unit at the end of World War II when they cleaned out enemy

bunkers and headquarters to gather any intelligence which might be useful.

"In essence, Oskar Offelmann was 'Q' to the Third Reich. He was a Jewish scientist in Berlin before the war, very brilliant and well respected. So brilliant that Hitler exempted him from the travesties committed against the Jews and forced him to work for the Nazis by taking his wife and children hostages and using them as leverage.

"Offelmann, partnered with a Japanese scientist named Saito, worked in weapon's research and development. Most of their work dealt with chemical warfare which was never put to use. Some time before V-E Day, Offelmann and Saito simply disappeared. At least that's the report we have. Official opinion is that Offelmann was no longer useful and was executed along with his family.

"The stolen file contains several items and formulas, but it isn't the most important thing. The Army must have a copy. Our main concern is that someone breached our security and I want to know who and how.

"I know this isn't your usual balliwick, but I want you to look into it. So far we've kept it quiet, but sooner or later Scotland Yard and M.I.5 will find out and a jurisdictional dispute will start. One thing we don't need is a lot of outsiders poking their noses about. I want to be able to make a full report to the Minister and forestall any outside investigation.

"At this moment, the only lead we have is Cunningham, so start with him. He's down in detention." M's voice suddenly turns quiet, almost tender. "I've had a look at him and he's either the greatest actor since Barrymore or a genuinely terrified man in doubt of his sanity. Go carefully."

At this point Q will clear his throat and M will call the characters back and say, "Oh, yes, too many of our operatives have been wounded or captured while on field assignment. We spend good money on such items as shoe escape kits and first aid kits. All field operatives are to wear these two items from now on." (See Section C. Q Branch Equipment, below, for descriptions of the items.)

C. Q Branch Equipment

SHOE ESCAPE KIT

Developed from similar devices used in World War II, the latest version includes several useful items. In the heel, there is a wire cutter, a metal file, and a small microfilm reader with sufficient power for six hours of use. In the sole, there is a plastic dagger and several microfilm strips with maps of the area in which Q Branch had reason to believe an agent would be help captive. The blade hidden in the shoe adds one to the wielder's Hand-To-Hand Damage Class, but is not balanced so it cannot be thrown.

The shoelaces are chemically treated to be easily inflammable, such that they will burn very briefly and at a very high temperature. The heat they produce is adequate to soften a half-inch iron bar sufficiently to remove the bar by bending it. An iron bar can be removed with an STR roll in the Action Round following the Round in which the shoelace was burned. For each Action Round

thereafter, the Ease Factor is reduced by one (the step from 1 to $\frac{1}{2}$ is considered a full reduction). After the bar has cooled for six Action Rounds it can no longer be removed by a STR roll. There is a spare shoelace in the heel.

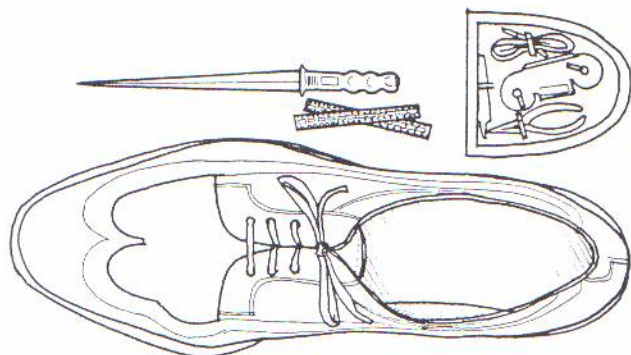
There is a small prying tool beneath the tongue of the shoe. This tool is used to pry open the heel and sole of the shoe to access the equipment stored there.

SHOE FIRST AID KIT

Inspired by the escape kit, this shoe contains vital medicines and medical supplies in the sole and heel. In the heel, there is a small blade and suction bulb for treatment of snake bite. The use of the snake bite device gives a +2 Ease Factor modifier to the character's STR roll to determine whether he will survive the effects of the snake venom or how long he will last without an antivenin. However, since the suction device would remove the poison, death will be avoided but the character will suffer the maximum wound level for the snake bite and take a week to recover. (See Part III: Section G. The Walkabout for details on the effects of snake poisons.)

Also included in the shoe are a tube of burn ointment, tweezers and a small bottle of antiseptic along with bandages. There is enough of each item for one use. Using this equipment will give a +2 Ease Factor modifier to any First Aid attempts. Pieces of flint and steel, enough to start four individual fires, are also in the kit. To strike the flint and steel takes one complete Action Round; the fire will start at the beginning of the following round.

As in the escape kit, there is a small pry bar under the tongue of the shoe for removing the heel.



D. Briefing for the Gamesmaster

The files were stolen by Karl Offelmann, Oskar Offelmann's son. Karl Offelmann plans to use his father's chemical warfare to punish those countries he sees as harboring and protecting Nazis.

Karl sees his actions as a form of justice. He holds the Nazis responsible for the death of both of his parents. His father, Oskar, was forced to work for the Nazis when Karl and his mother were taken prisoner. Oskar and his assistant, Kenji Saito, worked together to prevent the Nazis from using their research. Working through Saito, Oskar would sell chemicals and drugs from his lab for gold. He was hoping to amass enough gold to afford to have his family brought out of the prison camps so they could all escape to Switzerland.

Towards the end of the war, the Nazis killed Karl's mother. Oskar heard that both mother and son were killed and drank poison. Saito escaped with the gold and brought Karl out of the concentration camp. When the war was over, they moved to Australia, where they lived under assumed names.

Offelmann had always been outraged that there were Nazi war criminals who were still at large. His anger grew with each passing year. "After 40 years," he would say to Saito, "they haven't rounded up those psychopaths." He would rant for hours about alleged protection afforded Josef Mengele by Paraguay and the persistent rumors of Nazis living in Argentina.

Despite his rantings, Offelmann was always sure that the Nazis would eventually be brought to justice. "The world would never allow the scum to stay free." Then, he heard the recent revelations that certain countries had helped high ranking Nazis escape punishment in exchange for information, and that these Nazis were living pleasant lives, unafraid of retribution.

Offelmann's precarious mental state snapped and he decided to punish these countries using one of his father's weapons, a method of seeding clouds to produce a powerful acid rain. His father dubbed this process "Fire and Brimstone." Offelmann feels such a biblical method is a fitting way to wreak his revenge on the world.

So far, Offelmann has been unable to recreate the formula. After countless failures, he recruited freelance agents to try to discover whether a copy of the original formula exists. Reports indicated that the British military had a copy, which they kept locked away. But, the report went on, these files were going to be lent to the British Secret Service.

Through Saito, Offelmann knew of Lachlan Cunningham and suspected he was a technician for M.I.6. Using the "friend of a friend" network as a ploy, Offelmann had Saito invite Cunningham to inspect Saito's laboratories in Sydney.

Hiroshi Neida, one of Offelmann's employees, seduced the hapless Cunningham, luring him into a trap.



Offelmann brainwashed Cunningham using a device known as the Eardrum (see Offelmann's background in Part II: Non-Player Characters). Cunningham's orders were to steal the formula for "Fire and Brimstone." He was given half a torn business card and ordered to hand the file over to the man who gave him the matching half.

Cunningham did as he was told. Unfortunately, the security guard intercepted the young man too late to retrieve the file. Offelmann's people rushed the formula to Hiroshi who had a jet waiting at a private airport outside of London to fly the file to Australia.

Offelmann plans to test Operation "Fire and Brimstone" on the city of Darwin, Australia, at noon on December 9. If the Darwin test is successful, he will go ahead with his plans to rain death and destruction around the world.

PROPS AND MAPS

The center 12 pages of this booklet contain the props and maps to be given to the players. At the beginning of each section are descriptions of the props you should have ready to play that section. The ideal times to hand them to the players are indicated in the section. (More than one

prop may appear on a page. You will have to cut them apart.)

You will notice that most of the pages are blank on the reverse side. This is done so you can cut them apart where necessary. Others have printing on the reverse side. In the case of the map of Australia and Sydney, there is a Strine glossary on the reverse side. This sheet should be handed to the player intact, since their characters receive all three items at the same time.

Included with this adventure are a number of maps and floorplans of the various locations the characters will be visiting. You should photocopy the Mission Sheets with the maps of Australia and Sydney for your own reference.

The floorplans to Offelmann's headquarters are located on the inside of the cover of this booklet. The cover can be removed carefully so you can use it as a shield. Other maps include floorplans for the London Down Under Shop; the top, first and basement floors of the AERL; the first floor and basement of the Sydney Down Under Shop; and a cross-section of Offelmann's headquarters.

Note: *You will have to make up the floorplans and details of any other locations the characters may decide to visit. The locations described in this book are the important ones for the characters to complete their mission.*

E. Notes on the Adventure

How the adventure proceeds depends entirely on what the characters do. The adventure is written assuming the players follow a certain pattern. If the characters do not follow the adventure as written, you will probably have to move props or encounters to allow them to find the clues and stay on track.

The Mission Timetable, below, is the schedule the NPCs will adhere to. Note that you should keep the timetable fairly rigid. The test date for Operation "Fire and Brimstone" can be moved up if need be.

MISSION TIMETABLE

November 3: Cunningham is kidnapped while on leave in Sydney, Australia. He is given the Eardrum operation and contact phone number.

November 28: Cunningham returns to London.

December 2: Cunningham receives "prod" by Eardrum to call Sydney.

December 3: Cunningham steals Offelmann's file from M.I.6. Cunningham is killed by Eardrum overload.

December 4: Formula arrives at the Australian Environmental Research Laboratory, in Sydney. After checking ingredients, Saito has the necessary chemicals moved to the basement of the Sydney Down Under Shop from where they will be shipped to Offelmann's Outback headquarters.

December 5: Saito takes formula and necessary chemicals to Outback headquarters.

December 6-8: Seeding agent is prepared and loaded for Alice Springs test.

December 9: At noon, first test run of Operation "Fire and Brimstone" begins over Darwin.

Part II: Non-Player Characters



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

The NPCs in the *Back of Beyond* Adventure Module differ in several ways from those presented in the *James Bond 007* Game. The NPCs in this adventure are given idiosyncrasies and defined interaction modifiers to help you individualize them when playing them. The background given for each NPC explains who the person is and how he or she fits into the overall adventure. Additionally, NPCs are given weapons of preference, which you may change as you wish.

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

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

A. Enemies

KARL OFFELMANN

STR: 9 DEX: 9 WIL: 14 PER: 12 INT: 14

SKILLS (SKILL LEVEL/PRIMARY CHANCE)

Charisma (11/25), Cryptography (9/23), Driving (10/20), Electronics (14/28), Evasion (8/17), Fire Combat (9/19), Hand-to-Hand Combat (8/17), Interrogation (13/27), Local Customs (7/19), Piloting (8/18), Science (14/28), Sixth Sense (12/25), Stealth (7/21), Torture (9/23)

ABILITIES: Connoisseur, First Aid, Photography

HEIGHT: 6'2"	SPEED: 2
WEIGHT: 290 lbs	HAND-TO-HAND DAMAGE CLASS: B
AGE: 49	STAMINA: 32 hours
APPEARANCE: Plain	RUNNING/SWIMMING: 45 minutes
FAME POINTS: 65	CARRYING: 101-150 pounds
SURVIVAL POINTS: 5	WEAPON: Ruger T-512*

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

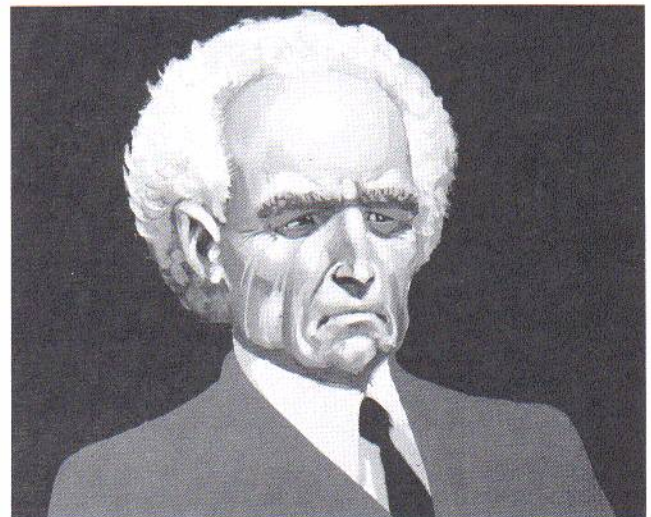
WEAKNESSES: None

IDIOSYNCRASIES: Shows his teeth and grins quite a bit of the time; will be pleasant so long as no one questions his sanity

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

*If you own the *Q Manual*, give Offelmann the Ruger. Otherwise, give him the Luger Parabellum in the basic game book.

BACKGROUND: As a result of his years in a concentration camp, Offelmann was always a bit more withdrawn and



somber than others of his age. Saito passed this over as a sign of his being a deep thinker and very studious.

The only interest in Offelmann's life was science. From an early age, he was fascinated by everything scientific and would spend many hours in his own little lab or watching Saito work in his.

Offelmann took very well to school because it afforded him the chance to study. He displayed an insatiable desire for knowledge. He was very determined to learn how everything worked. When experts or books were not avail-

able, he used empirical methods. There was not one appliance in his house that he did not take apart and reassemble just to study it.

While Offelmann was a good science student, he did not fare well in the abstracts of literature or philosophy. When a counselor attempted to point out the value of these abstract subjects, Offelmann stated point blank that he had no interests in vague theories or rhetorical questions; he wanted to understand the world through what could be physically proven.

Offelmann's denial of the abstract was symptom of his emotional repression. To survive in the concentration camp, he had to suppress his emotions and he never learned to express himself. For such a personality, the sciences provided a safe, unemotional environment.

The suppressed anger over the camp and his parents' deaths surfaced in other ways. At the University of Canberra, Offelmann excelled in all his studies except for one chemistry class. According to his professor, Kurt Mueller, a professor from Heidelberg, Offelmann was argumentative. Even on subjects considered to be scientific fact, Offelmann would go to great lengths to try to argue the points and disrupt the class. He seemed to want to make Mueller look foolish.

Mueller warned Offelmann that he was going to recommend the boy voluntarily transfer or be expelled unless he got psychiatric help. Mueller never got a chance to make those recommendations; he died in a freak lab accident. Offelmann had no trouble with any teacher. Interestingly, of all Offelmann's professors, Mueller was the only one who was German. Offelmann was reacting to Mueller's ethnic background when he rigged the explosion.

Over the years, Offelmann's insanity grew. It was not noticed because Offelmann spent most of his time alone. He would tinker in his lab for days, coming out only occasionally for food. He spent a lot of time hiking through the Outback. He claimed the hostile environment helped to cleanse his soul and clear his mind. He was particularly fascinated with the aboriginal tribes that lived in the Outback.

He became friendly with one tribal chief, Utwa, and would often perform scientific "miracles" that would amaze the chief and the tribesmen. Soon the tribe came to think of Offelmann as a deity, a new Uluru, Lord of the Outback. Offelmann used their adoration to set up a secret lab in a cave on the tribe's land. Over the years, using the tribesmen, he expanded the lab into a fortress within the mountain. It is Offelmann's fortress of solitude.

Along with his fortress, Offelmann has invested in a number of businesses and labs around the globe. The income from these businesses finance his personal experiments. His chain of Down Under Shops, which specialize in Australian souvenirs, is his most lucrative venture.

As explained in the Briefing for the Gamesmaster, Offelmann's tenuous sanity snapped when he discovered that some countries have protected Nazis. He has sworn to punish these countries and has converted his Down Under Shops into station houses for the spy network he has set up to find the formula for "Fire and Brimstone." Once he located the formula, Offelmann knew he could easily steal it using The Eardrum.

THE EARDRUM

Offelmann's electronic research produced a powerful micro-receiver. At the time, he thought of it as little more than a toy. With his new plan, though, he could put the micro-receiver to a profitable use.

Getting the "Fire and Brimstone" formula required finding a person working in Q labs and suborning or forcing them to work for Offelmann. Offelmann preferred not to have to bribe or threaten, too many things could go wrong. Instead, he brainwashed Cunningham into doing his bidding.

A brainwashed person needs a trigger to start him on his programmed course. Offelmann uses a low level tone transmitted over the micro-receiver. To make sure the device is not lost or detected, Offelmann places it in the victim's mastoid process, a bone cavity just behind the ear. The operation is a simple one, causing little to no discomfort.

When Offelmann wishes to trigger his subject, he sends a signal to The Eardrum (as he now calls it) which produces a tone ranging from a low hum to beyond the range of human hearing. The tone signals the subject to call a specific telephone number in Australia. A taped message at the other end gives the subject his instructions.

The Eardrum also allows Offelmann to kill the subject by remote control. When a subject fails to follow orders or there is a danger of him being caught by authorities, Offelmann sends a signal to overload the Eardrum — causing the victim to suffer a painful, quick death, similar to a massive cerebral hemorrhage.

Offelmann does not trust anyone. He arranges to implant Eardrums in all his people, ensuring their loyalty. If he learns of anyone trying to betray him, he immediately orders that the signal be sent to kill the traitor.

Each Eardrum Person has a tiny, faint scar located behind their left ear. If a player character is looking for the scar without careful examination, he will notice it if he gets a Quality Rating 3 or better on a PER roll. If the character can get close enough to get a good look (moves aside all the hair, shines a light on the area, bends back the ear, etc.), he will automatically find the scar, if it is there. Once discovered, The Eardrum can be removed surgically and the victim will be completely recovered within two days.

KENJI SAITO**STR:** 7 **DEX:** 8 **WIL:** 11 **PER:** 9 **INT:** 14**SKILLS (SKILL LEVEL/PRIMARY CHANCE)**

Charisma (8/19), Cryptography (9/23), Disguise (12/26), Driving (8/16), Electronics (13/27), Evasion (8/15), Fire Combat (7/5), Hand-to-Hand Combat (8/15), Local Customs (6/15), Science (14/28), Sixth Sense (6/17), Stealth (6/17)

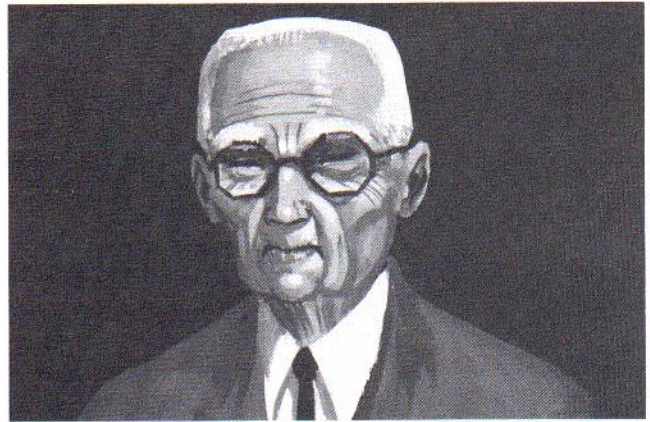
ABILITIES: Connoisseur, First Aid, Photography

HEIGHT: 5'7"	SPEED: 2
WEIGHT: 150 lbs	HAND-TO-HAND DAMAGE CLASS: A
AGE: 69	STAMINA: 30 hours
APPEARANCE: Normal	RUNNING/SWIMMING: 40 minutes
FAME POINTS: 98/20	CARRYING: 101-150 pounds
SURVIVAL POINTS: 4	WEAPON: Luger Parabellum

FIELDS OF EXPERIENCE: Biology/Biochemistry, Botany, Chemistry, Computers, Medicine/Physiology, Toxicology**WEAKNESSES:** Close Personal Tie**IDIOSYNCRASIES:** Has the appearance of being absent-minded; tends to speak in sentence fragments and sometimes mutters to self (this is an act); is entirely humorless when he's "himself"**INTERACTION MODIFIERS:** Reaction (-3), Persuasion (-2), Seduction (-4), Interrogation (-2), Torture (0)**Note:** The first Fame Point total represents Saito's identity as Mako Tajima. The second number refers to his identity as Saito.**BACKGROUND:** As a boy, Kenji Saito was spoiled by his wealthy father, who owned a successful chain of retail toiletry outlets. When Saito was twelve, his father died of a heart attack, leaving an emotional emptiness the boy could not fill. Saito attended the best universities in Japan and England. Before the war broke out, he was a scientist for the Department of Sciences and Agriculture, in Tokyo.

Saito was sent to Berlin in 1941, and found in Oskar Offelmann the long lost father figure he needed. Saito respected the man's genius and made a silent bond to stay by him forever. He even came to think of Oskar's family as his own and share Oskar's pain.

After escaping to Australia with Karl, Saito spent years perfecting his new identity as Mako Tajima. In his new identity, he secured a middle level position with the Australian Environmental Research Lab (AERL). He advanced to become Chief Executive Officer. Today,



Mako Tajima is well-known and respected both within the AERL and in the Australian scientific community.

Like his adopted son, Saito harbored deep hostility towards the Nazis for what they had done to Oskar. When Offelmann first approached Saito with his plan, he told the old man that he was coming up with a way to bring free Nazis to justice. Saito agreed wholeheartedly.

When Saito found out about the wholesale destruction Offelmann planned, his enthusiasm died. By then, though, it was too late. Offelmann, sensing the old man would not "have the courage for what must be done," already had drugged Saito and implanted an Eardrum to ensure his cooperation. Since then, Saito has resolved himself to his inability to act against his foster son.

Offelmann used Saito as his front man. In his role as Tajima, Saito often lectures at universities and scientific conventions and symposia around the world. Saito's job is to identify people who might know something about Oskar's work, or would be useful to Offelmann's plan. He also checks on the operations of the Down Under Shops.

When he is Tajima, Saito assumes the guise of an absent-minded professor. In reality, he has a very sharp mind and is not reluctant to use a weapon to defend himself. Even if the characters manage to remove Saito's Eardrum, there is a -4 Ease Factor modifier to any Persuasion or Seduction roll to get the old man to turn against Offelmann since he still loves him as his son.

HIROSHI NEIDA (HIROSHIMA)**STR:** 11 **DEX:** 14 **WIL:** 13 **PER:** 13 **INT:** 12**SKILLS (SKILL LEVEL/PRIMARY CHANCE)**

Charisma (12/25), Cryptography (5/17), Demolitions (4/16), Disguise (6/18), Driving (11/24), Electronics (4/16), Evasion (13/25), Fire Combat (6/19), Hand-to-Hand Combat (13/24), Interrogation (7/19), Lockpicking/Safecracking (7/21), Piloting (5/18), Science (8/20), Seduction (12/24), Sixth Sense (10/22), Stealth (13/26), Torture (6/18)

ABILITIES: Connoisseur, First Aid, Photography

HEIGHT: 5'7"	SPEED: 3
WEIGHT: 125 lbs	HAND-TO-HAND DAMAGE CLASS: B
AGE: 28	STAMINA: 30 hours
APPEARANCE: Striking	RUNNING/SWIMMING: 40 minutes
FAME POINTS: 40	CARRYING: 151-210 pounds
SURVIVAL POINTS: 3	WEAPON: Shuriken

FIELDS OF EXPERIENCE: Biology/Biochemistry, Computers, Fine Arts, Medicine/Physiology**WEAKNESSES:** Sadism**IDIOSYNCRASIES:** Speaks with a soft breathiness; flutters eyelashes**INTERACTION MODIFIERS:** Reaction (-2), Persuasion (-3), Seduction (-3), Interrogation (-3), Torture (-1)**BACKGROUND:** To all appearances, Hiroshi Neida is just a lovely Japanese woman who works as Mako Tajima's receptionist and secretary. This unassuming facade hides a very deadly killing machine. Hiroshi is a ninja, as was her father.

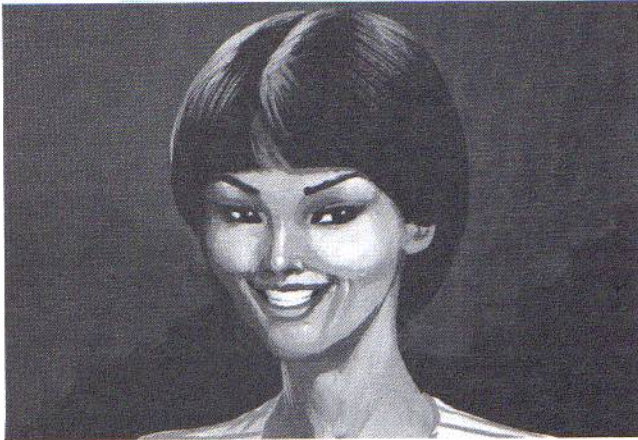
He worked for the Yakuza, a Japanese crime syndicate. Tradition dictates that the training should be given the first son, but there were only daughters, of which, Hiroshi was the oldest. Hiroshi was a apt pupil and, by the time she was eighteen, was her father's equal.

Hiroshi's father, tired of his association with criminals, attempted to break away, but no one breaks away from the Yakuza. Realizing how difficult it would be to kill a ninja, the Yakuza bombed the house, killing all the family except Hiroshi.

Hiroshi, fearing for her life, fled to Australia where she worked while going to school. At the university, she heard Mako Tajima (Saito) speak at a seminar. Fascinated by Saito's obvious intelligence and encouraged by their common nationality, Hiroshi approached him about possible employment and got a job at the AERL as a lab assistant.

Some months later, there was a break in at the AERL and the burglars had the great misfortune of trying to use Hiroshi as a hostage. Hiroshi, acting solely from her ninja instincts, killed the burglars. Saito immediately recognized her skills and offered her a position as an assassin and his personal bodyguard. She would pose as his receptionist/secretary and travel everywhere with him. The money was too good to pass up.

Hiroshi loyalty has never wavered, even when she found out about Offelmann's plan. Offelmann, of course, drugged her and implanted an Eardrum. When Hiroshi



learned of this, her only reaction was irritation that her loyalty could have been doubted. To protect her identity, Hiroshi carries out her assassinations in the traditional ninja outfit. Even Saito will not use her real name when speaking of his bodyguard, he refers to her as Hiroshima.

Ninjas do not use firearms, but rather are fully versed in their traditional weaponry and in Hand-to-Hand Combat. They are masters of the art of Stealth, depending on it to accomplish what they set out to do. Ninjas are highly dedicated to their art. Due to her training, Hiroshima receives a +2 Ease Factor modifier to any PER roll. Ninjas also are trained to steel themselves against pain; therefore any Pain Resistance roll receives a +2 Ease Factor modifier.

Hiroshima uses the shuriken (ninja throwing stars with razor-sharp points). Shuriken are easily concealed, and trained throwers can release them rapidly. Given equal amounts of time, more shuriken can be thrown than bullets shot from a Walther PPK. Characters with a Hand-to-Hand Combat Skill Level of greater than 12 can throw up to three shuriken per Action Round (if their Speed is three). Therefore, Hiroshima can throw 3 shurikens per Action Round. The attributes for the shuriken are:

PM	S/R	AMMO	DC	CLOSE	LONG
0	2	n/a	+1	n/a	n/a
CON	JAM	DRAW	RL		
-5	n/a	+1	n/a		

While in civilian clothes, Hiroshima carries 6 shurikens. She keeps them in two specially-designed "garters" she wears under her skirt. Each garter hold 3 shurikens. Having the shurikens so placed gives Hiroshi an additional -2 Speed Roll adjustment when drawing them. When she's in full ninja attire, she has 12 shurikens in a special belt which allows her to draw them quickly (nullifying the adjustment listed above and the -2 Speed Roll adjustment for having to Draw a Weapon).

JIM MOZAKO (MOZZIE)

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

SKILLS (SKILL LEVEL/PRIMARY CHANCE)

Charisma (7/18), Demolitions (5/14), Driving (10/19), Evasion (9/18), Fire Combat (10/19), Hand-to-Hand Combat (11/22), Interrogation (4/13), Mountaineering (8/18), Riding (12/22), Stealth (9/20)

ABILITIES: First Aid

HEIGHT: 5'9"

WEIGHT: 150 lbs

AGE: 32

APPEARANCE: Normal

FAME POINTS: 30

SURVIVAL POINTS: 2

SPEED: 2

HAND-TO-HAND DAMAGE CLASS: B

STAMINA: 30 hours

RUNNING/SWIMMING: 40 minutes

CARRYING: 101-150 pounds

WEAPON: Australian Leader Mark
3 Assault Rifle; knife

FIELDS OF EXPERIENCE: None

WEAKNESSES: Superstition

IDIOSYNCRASIES: Smiles a lot; always swatting flies around his face, even if there happen to be no flies present

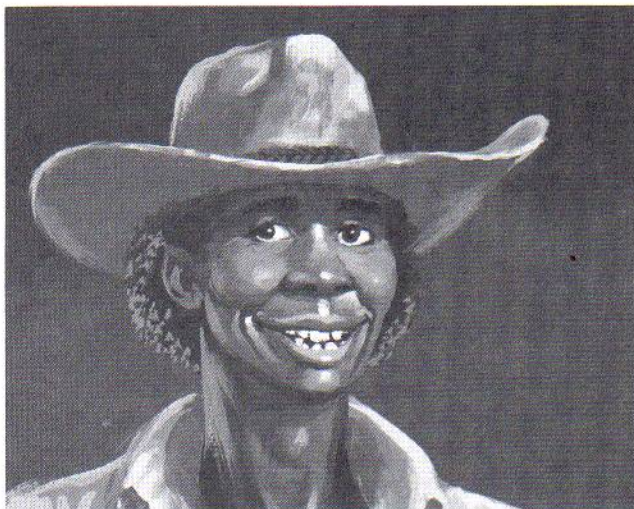
INTERACTION MODIFIERS: Reaction (-2), Persuasion (-1), Seduction (-1), Interrogation (-1), Torture (+1)

BACKGROUND: Jim Mozako runs the Outback Environmental Protection Agency (OEPA), which he uses as the supply front for Offelmann's Outback headquarters.

Jim Mozako was born in Alice Springs and lived there all his life until his tenure began at the OEPA. "Mozzie" is Australian slang for "mosquito". Little Jimmy Mozako was nicknamed "Mozzie" because he always seemed to be "buzzing around" and being a nuisance to his parents.

Mozako has always been dissatisfied with his lot in life. He constantly compares his surroundings with the lifestyles of the rich and famous he finds in glamour magazines and on television. He dreams of the time when he has saved enough to finance a move to the Riviera or St. Moritz, though he has hardly any idea exactly where these places are. In the meanwhile, he works as a guide for people who want to tour or go camping in the Outback.

In this capacity, he was once hired by Offelmann. During their campfire conversations, Mozako made no



attempt to hide his desire for a better life. Offelmann offered Mozako a lot of money to work with him. As the local OEPA official, Mozako could keep the curious from getting too close to Utwa's tribe or his Outback headquarters. Shortly after they struck their bargain, Offelmann implanted an Eardrum in Mozako.

The OEPA is located at Ayers Rock. In addition to protecting the outback environment, the organization provides tours, guides, rents camping equipment and other services relating to taking excursions into the Outback.

SIMON FROBER

STR: 13 **DEX:** 11 **WIL:** 13 **PER:** 12 **INT:** 10

SKILLS (SKILL LEVEL/PRIMARY CHANCE)

Charisma (7/20), Driving (12/23), Evasion (11/23), Fire Combat (10/21), Hand-to-Hand Combat (12/25), Interrogation (6/16), Piloting (13/24), Riding (9/21), Seduction (10/21), Sixth Sense (10/21), Stealth (10/23), Torture (7/18)

ABILITIES: First Aid, Photography

HEIGHT: 6'1"	SPEED: 2
WEIGHT: 200 lbs	HAND-TO-HAND DAMAGE CLASS: B
AGE: 34	STAMINA: 30 hours
APPEARANCE: Good Looking	RUNNING/SWIMMING: 40 minutes
FAME POINTS: 30	CARRYING: 151-210 pounds
SURVIVAL POINTS: 5	WEAPON: Ruger Super Blackhawk

FIELDS OF EXPERIENCE: Computers, Football, Mechanical Engineering

WEAKNESSES: Attraction to Members of the Opposite Sex

IDIOSYNCRASIES: Grunts a lot

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

BACKGROUND: Simon Frober is Offelmann's personal pilot and bodyguard.

In Berlin, Frober's father manufactured automobile parts and his association with one of the largest and most prestigious German car manufacturers made the family rich.

Frober was always fascinated by flying. As a child, he built and flew model planes, often working from scratch. He started taking flying lessons when he was a

Mozzie is very well versed in the Outback, and he knows all the aborigine secrets of survival in the desert. He is a very good rider, and most of his travelling in the Outback is done on horseback. In town, he drives his own jeep.

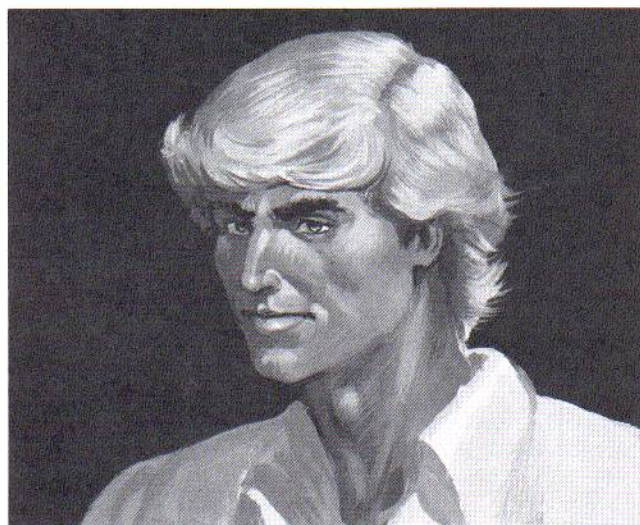
Mozzie carries a lasso and an Australian Leader Assault rifle when on horseback or in the jeep. He carries a knife strapped to his leg at all times.

LASSO

It takes one Action Round to prepare the lasso and swing it around over head. The lasso can be thrown in the next round (use the Hand-to-Hand Combat roll to determine success). The lasso can be effectively thrown up to a distance of 40 feet. On a Quality Rating of 1 or 2, the target is considered Restrained and must perform a Release to get free.

On a Quality Rating of 3 or 4, the victim can get free without spending a combat action by succeeding at a DEX roll at an Ease Factor equal to twice the Quality Rating of the thrower's roll. On a Failure, the target was completely missed. It takes three rounds to recoil a lasso for use.

The Australian Leader Assault Rifle is described in Part III: E. The Reserve section of this adventure. The knife is described in the *James Bond 007* Basic Game book.



teenager, and resolved to become a professional pilot. Frober's father paid for the flying lessons on condition that Frober studied for a degree in engineering, just in case becoming a pilot did not work out. When he was 20, Frober had his commercial pilot's license.

When he was sober, Frober was a likable sort, large, good looking and a good athlete. When he was drunk, though, he became nasty and took offense easily. He was often suspended from school for fighting and was once almost expelled when found to be the cause of a drunken brawl.

After college, Frober joined an Australian construction firm that needed an engineer who could fly to their

various remote locations where they were building highways. But his growing love affair with the bottle and short temper got him sacked.

With a loan from his father, Frober started his own charter plane service, but his growing reputation as untrustworthy and a lush doomed the enterprise from the start. He was in the process of selling off his meager assets when Offelmann offered to employ him full time. The first thing Offelmann did was to implant an Eardrum while Frober had passed out from too much alcohol. Then Offelmann cured Frober using aversion therapy and the drugs

apomorphine and antabus. The cure was so effective that now even the smell of alcohol turns Frober's stomach.

Frober is extremely loyal to Offelmann, and acts not only as pilot but as bodyguard. He works out daily in a gym in his quarters, and enjoys target shooting with his Magnum. Perhaps as a substitute for getting drunk, he particularly enjoys using live targets, animal or human. Most of the time, he and Offelmann converse in German. Frober's English is not very good, but his actions speak louder than words. He will protect his planes as if they were his children.

B. Allies

JEROME "JERRY" GOODNER

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

SKILLS (SKILL LEVEL/PRIMARY CHANCE)

Boating (4/14), Charisma (8/19), Cryptography (4/15), Driving (11/21), Electronics (6/17), Evasion (8/17), Fire Combat (9/19), Hand-to-Hand Combat (10/19), Interrogation (5/16), Local Customs (12/22), Lockpicking/Safecracking (3/13), Mountaineering (6/66), Piloting (11/21), Riding (7/17), Seduction (5/14), Sixth Sense (4/14), Stealth (6/17)

ABILITIES: Connoisseur, First Aid, Photography

HEIGHT: 5'11"	SPEED: 2
WEIGHT: 150 lbs	HAND-TO-HAND DAMAGE CLASS: B
AGE: 33	STAMINA: 30 hours
APPEARANCE: Good Looking	RUNNING/SWIMMING: 40 minutes
FAME POINTS: 35	CARRYING: 101-150 pounds
HERO POINTS: 4	WEAPON: Browning 9mm

FIELDS OF EXPERIENCE: Botany, Computers, Cricket, Law, Squash

WEAKNESSES: Dependence on Liquor; Attraction to Members of the Opposite Sex

IDIOSYNCRASIES: Constantly uses "Strine" in his speech

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

BACKGROUND: Jerome Goodner was born and raised in Australia, and is an Aussie through and through. His ancestors were among the first English-speaking people to populate the land. Jerry's father ran a newspaper for many years until his death in the late sixties. The eldest son, James, assumed responsibilities at the office, while Jerry continued his education.

As a teenager, Jerry developed a keen interest in the outdoors and spent his happiest time camping in the Outback. Before entering college, Jerry hiked and thumbed his way around the entire continent. During these two years, Jerry lived off the land, camping wherever he could and learning how to hunt for food. While in the Outback, Jerry spent many months with a tribe of aborigines learning desert survival techniques and the aboriginal language.

With his wanderlust satisfied, Jerry entered the law program at the University of Queensland. While there, he was recruited by M.I.6, and, after graduating, sent to training school in England.

After completing training, Goodner was sent to take over the Sydney station house, which was at Level 1.



Goodner lobbied for more equipment, but M was of the opinion that Australia was not a vital center for espionage. Goodner's constant arguing, and recent developments in New Zealand regarding French nuclear testing, finally convinced M to grant permission to upgrade to a Level 2 Station House.

Since the Japanese Secret Service considers the Pacific to be their personal domain, M cleared the change with Tiger Tanaka. Tanaka, complimented by M's courtesy, offered to send some of his people to help. Tanaka suggested that Richard Henderson go to Sydney and help establish a communications network between the two secret services.

Richard Henderson, a self-exiled Australian who lives in Japan, often acts as a liaison between M.I.6 and the Japanese Secret Service. Since he is familiar with both services, Tanaka thought him the perfect choice. (For more information on Henderson, see the original *You Only Live Twice* adventure from Victory Games, Inc.)

At the moment, Goodner is the only member of the Australian station house. Once the upgrade is complete six more operatives will be assigned there.

Goodner can be either a help or a hindrance to the characters. He can provide assistance in the form of personal equipment, pistols and ammunition to the characters along with microfilm maps of Australia for their Shoe

Escape Kits. He can also answer questions about the country as well as about Outback survival and Local Customs.

However, Goodner's Dependence on Liquor can turn him into a liability. When offered a drink or in a stressful situation, Goodner must make the WIL roll or suffer distraction according to the Weakness rules. If he fails the WIL roll, and has access to liquor, he will drink until he passes out. If characters try to talk him out of taking the first drink by making a Persuasion attempt (-3 Ease Factor modifier). Once he starts drinking, characters may

still try to Persuade him to stop, but at a further -3 Ease Factor modifier. Goodner always carries a flask of liquor with him; sometimes he will hide his liquor in a canteen.

When speaking as Jerry, you should attempt to use as much "Strine" as possible to give the character more color. Strine phrases can be found in the glossary on page 16. There is a less complete glossary on the back of Mission Sheet III that is given to the players. A few of Jerry's Strine speeches are already prepared in the text of the adventure.

FELICITY FOXWORTH

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

SKILLS (SKILL LEVEL/PRIMARY CHANCE)

Charisma (8/14), Driving (6/11), Piloting (6/11), Riding (4/9), Seduction (8/15)

ABILITIES: Connoisseur,

HEIGHT: 5'6"	SPEED: 1
WEIGHT: 115 lbs	HAND-TO-HAND DAMAGE CLASS: A
AGE: 22	STAMINA: 28 hours
APPEARANCE: Sensational	RUNNING/SWIMMING: 25 minutes
FAME POINTS: 10	CARRYING: 60-100 pounds
HERO POINTS: 2	WEAPON: None

FIELDS OF EXPERIENCE: Computers, Rare Collectibles

WEAKNESSES: Attraction to Members of the Opposite Sex

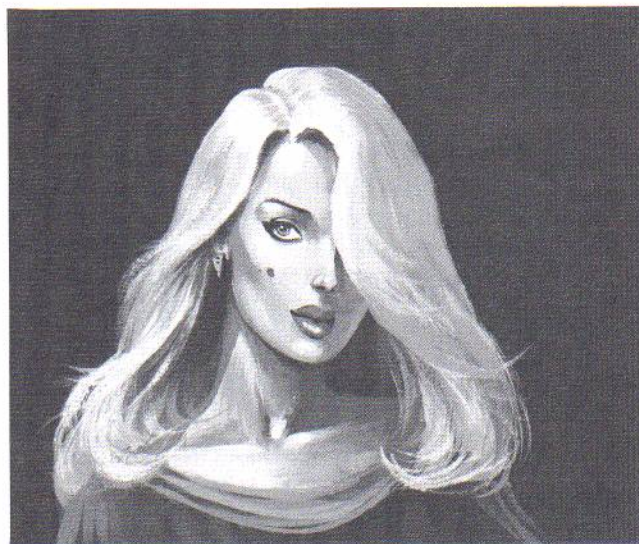
IDIOSYNCRASIES: Speaks with some "Strine" in her vocabulary; tends to shake her hair out of her face by a rather suggestive jerk of the head

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

BACKGROUND: Felicity was born in Katoomba, in New South Wales, Australia. Her father worked for the postal office and her mother helped out in a local card and gift shop. Felicity was a beautiful, well-behaved and intelligent child who was always cheerful. She grew into a beautiful woman, full of charm and grace and a contagious *joie de vivre*. It was no surprise that she had many beaux during her teen years.

Felicity's trusting, romantic soul made her susceptible to broken promises and hopes. After one particularly painful break-up, she convinced her parents that she needed to get away to the big city. She moved to Sydney where she has done very well for herself.

Felicity's interest in antiques and art, especially primitive art, led to her answering a help wanted ad for the



Sydney Down Under Shop. The owner of the shop was impressed with her personality and knowledge and hired her on the spot.

Felicity has no idea what really goes on in the shop and will be surprised to find out about Offelmann. She does know a lot about Sydney, and can act as tour guide if Goodner is not available. Whether or not she becomes involved in the mission is really up to the characters. She does understand some of the aboriginal language and will offer to help if the characters tell her that they are going to Ayers Rock.

Felicity is scheduled for the Eardrum operation on December 8. If she is not captured along with the characters, Offelmann's underlings will kidnap her and she will be in a cell at the Outback headquarters when the characters arrive.

Part III: Places and Events



A. London

The characters' investigations in London will not take a lot of time. They will have a chance to question Cunningham and investigate the London Down Under Shop run by Max Rothgeb. They should be finished with these investigations in time to get a plane to Sydney by noon.

MISSION SHEETS

You should have the following clues from the Mission Sheets prepared to give the players during this part of the adventure. The location indicated is the most natural or likely place to find these clues. However, you should be prepared to move them, depending on what the characters do.

Business Cards: (Mission Sheet I) These cards are from the Down Under Shop, London, and the Down Under Shop, Sydney. The London card should be torn in half and will be found in the possession of Lachlan Cunningham. When tearing, the card, be careful not to tear the phone number on the back. The Sydney card will be found on the body of Stu Howart.

The International Exchanges given on the business cards are genuine, but the numbers are phony. If you, or any of your players, decide to dial the numbers, you will only get a lot of frustration and a large phone bill.

Photo: (Mission Sheet I) The black and white photo of Cunningham and Hiroshi in front of the Sydney Opera House. On the back of the photo are written the month and date it was taken. There is room to fill in the year, if you wish to do so. This clue is found in Cunningham's wallet.

Shipping Manifest: (Mission Sheet I) This manifest is found at the London Down Under Shop.

Autopsy Report: (Mission Sheet II) The characters receive when they report to M.I.6 that they are on their way to Sydney.

M.I.6 DETENTION

When the characters go down to the basement detention center, it will still be too early for the skeletal weekend crew to have shown up for work. A security man will lead the characters to Lachlan Cunningham, who appears nervous, afraid, and confused. (If the need the characteristics and skills for the guards or technicians, roll them up on the "Technicians" and "Guards and Soldiers" tables found in the *James Bond 007* Basic Game book.)

Cunningham wants to answer all questions, but his recollection of the past 24 hours is hazy. He remembers making a phone call and then meeting with "some man." He does remember taking the file from the labs, but he does not know why he did it or for whom.

The interview will not last long. Shortly after it begins, Cunningham will tense up suddenly, clutch his left ear in pain, and scream. He will thrash on the floor, grabbing his head, his face a mask of pain. After a few seconds of this, Cunningham will go limp, dead. Give the characters the chances to notice the scar behind Cunningham's ear as described in Part II: Non-Player Characters.

If the characters do not order an immediate autopsy, one will be done as "a matter of procedure," but you may want to penalize the characters when awarding experience points. The lab will promise to have a preliminary report within two hours.

On a table in the interrogation room are Cunningham's personal effects. Among the usual pocket and wallet articles are two items of interest: the torn business card (Rothgeb's recognition signal) and the photograph. (Hand the players these props when the characters look through the effects.) The handwritten Australian phone number on the card is the one Cunningham dialed for instructions when prodded by the Eardrum. If the characters call this number they will get a recorded female voice saying that the line has been disconnected.

Any character who sees the photograph gets a Local Customs roll to identify the Sydney Opera House in the background. The architecture of the Opera House is unique and fairly well known.

The characters will also have the chance to examine the body of Stu Howart. Any character who succeeds at a Local Customs roll will know that he is an Aborigine from Australia. Howart also has an Eardrum Scar which the characters can find. An autopsy will be done but Howart died of the gunshot wound.

Among Howart's effects are his passport and personal identification along with his pilot's license. On a successful PER roll (-1 Ease Factor modifier), the characters will discover a secret compartment in the wallet. In the compartment is the card from the Down Under Shop in Sydney, Australia. (Hand the players the Sydney business card.) Handwritten on this card is Howart's personal contact number for instructions. If it is called, the characters will hear the same recording as before.

The security guard will be available for questioning. He will explain how he saw Cunningham leaving and

noticed the torn file folder, which led him to follow the technician out of the building. He saw Cunningham handing the file over to two men. They ran when he called "Halt" and he fired his silenced automatic. He killed the one man and is pretty sure he wounded the other in the leg.

The guard tackled Cunningham, thinking the technician would flee, but Cunningham just stood there throughout the gunplay and excitement. The guard heard an engine start up and drive off. When the guard told Cunningham to accompany him inside Cunningham "obeyed without question, almost robot like." When he and some other guards got Cunningham to the detention room the technician fainted. It was only after he was revived did he seemed scared.

When it gets light, the characters can search the street area. Give each character a PER roll to notice a trail of dark, sticky splashes on the street starting near where the meeting took place. A successful Science skill roll will reveal it to be drying blood (any character possessing the Forensics Field of Experience will know automatically that it is blood). This verifies the guard's story that the man who got away was wounded.

Note: At this point, it is possible that the characters may decide to head straight for Australia and not investigate the London Down Under Shop. This presents no problem to running the adventure since the only clue the characters will miss is the shipping manifest that implicates the Australian Environmental Research Labs in Sydney. They will be able to pick up that thread once they are in Sydney.

LONDON DOWN UNDER SHOP

The London Down Under Shop, operated by Max Rothgeb, is located at 16 Newgate Street. Its layout is similar as the Down Under Shop in Sydney and is shown on page 15. The shop opens, as noted on the card, at 8:30 A.M.

The display section (A) consists of three jewelry cases cluttered with trinkets and souvenirs such as boomerangs (not useful as weapons), plastic platypuses and flute-like Aboriginal musical instruments known as *didgeridoos*. On the cashier's counter is a cash register and phone. In the middle of the room is a stuffed and mounted kangaroo in the pouch of which Rothgeb has hidden a Browning High Power 1935 (Attributes in the basic game book). A door behind the counter leads into Rothgeb's private office (B). The other door leads to the storeroom and lavatory.

Rothgeb's office is sparsely furnished with only a sofa, chair, a large desk and filing cabinets. The storeroom shelves contain boxes of merchandise. On the work table are tools and packing tape for wrapping boxes. Double doors lead to the garage, where another work table and extra crates and boxes preclude its being used to house a vehicle. Behind the shop is an alleyway. To get in by the back door requires a Lockpicking roll (-1 Ease Factor modifier).

A beige Chevrolet van is parked in front of the garage door, and cannot be seen from inside the shop. Characters examining the exterior of the van get a PER roll. A

successful result will reveal a sticky blood stain just beneath the the driver's side door. If the van door is opened (it's unlocked), more blood will be found on the floor just below the gas pedal, showing that the person who recently drove the van was bleeding from his right leg.

If the characters Stealth to the front window or door and look in, they will see Max Rothgeb behind the counter, talking on the telephone. If the characters then successfully Stealth into the shop (-3 Ease Factor modifier to keep from ringing the bell on the door), they will be able to catch something of Rothgeb's end of the conversation.

If the characters just walk up to the window and look in, Rothgeb will notice them immediately and give a quick goodbye to Offelmann over the phone before the characters can enter the shop.

MAX ROTHGEB

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

SKILLS (SKILL LEVEL/PRIMARY CHANCE)

Charisma (5/14), Driving (8/17), Electronics (6/16), Evasion (6/15), Fire Combat (7/16), Hand-to-Hand Combat (8/17), Interrogation (8/18), Stealth (7/16)

ABILITIES: First Aid, Photography

HEIGHT: 5'11"

WEIGHT: 180 lbs

AGE: 48

APPEARANCE: Normal

FAME POINTS: 25

SURVIVAL POINTS: 0

SPEED: 2

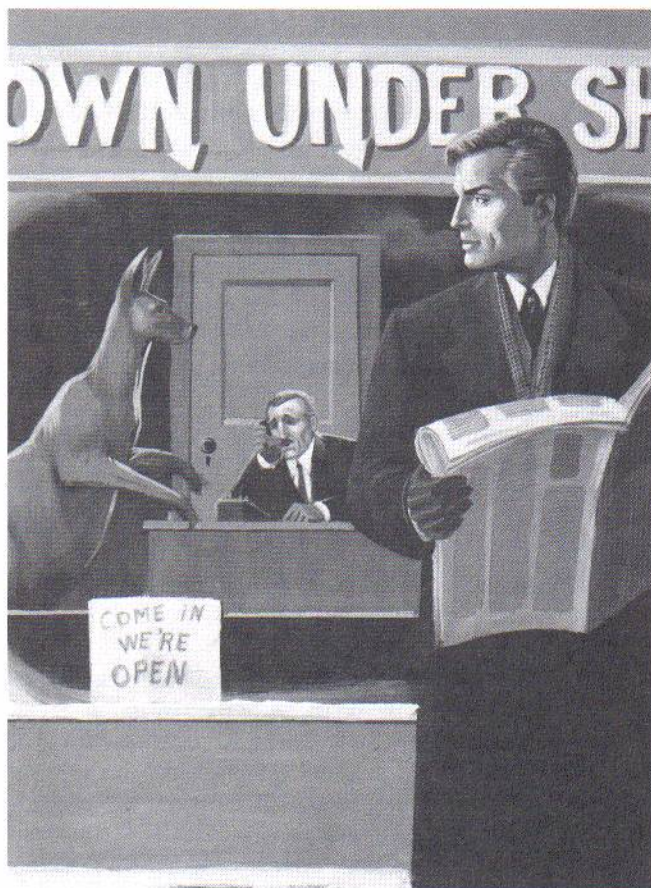
HAND-TO-HAND DAMAGE CLASS: B

STAMINA: 28 hours

RUNNING/SWIMMING: 25 minutes

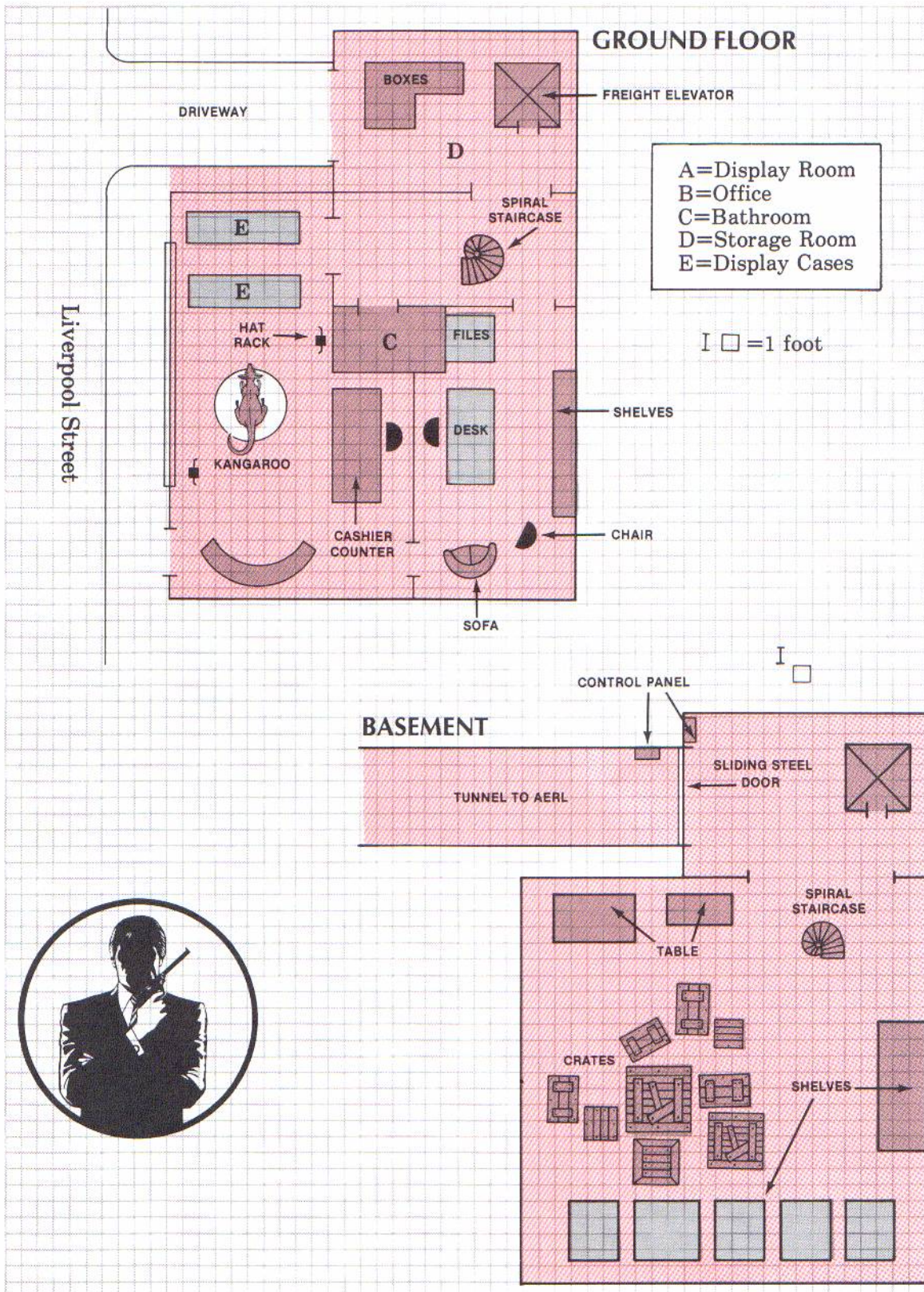
CARRYING: 101-150 pounds

WEAPON: Browning High Power 1935



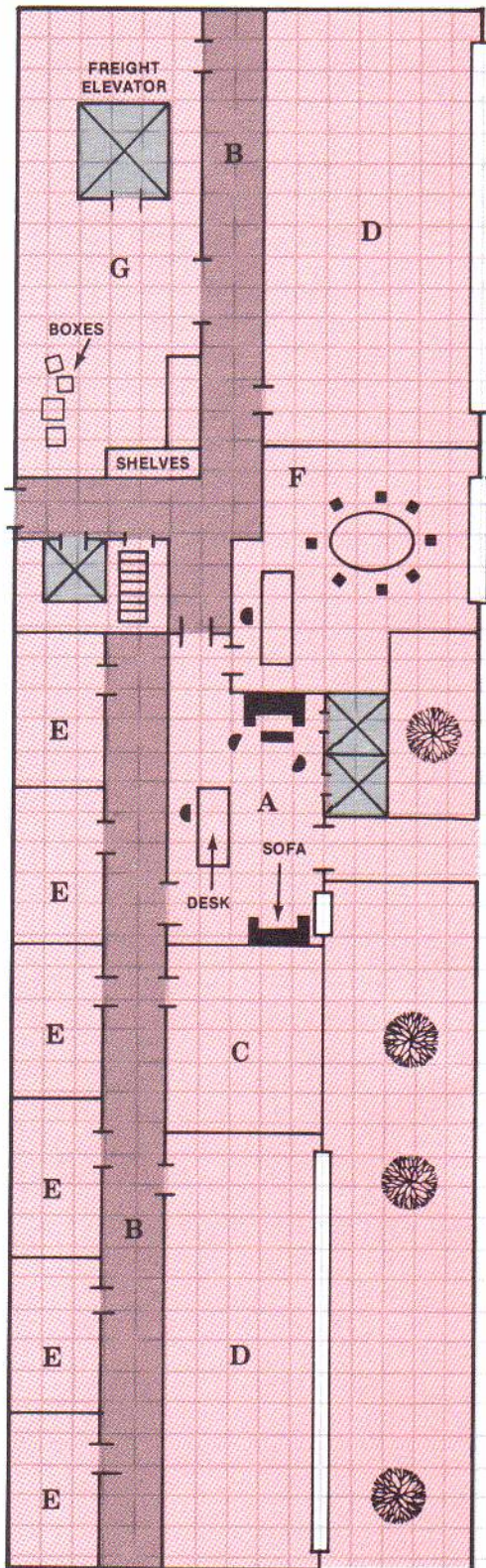
Floorplans And Maps

Sydney Down Under Shop



AERL

GROUND LEVEL

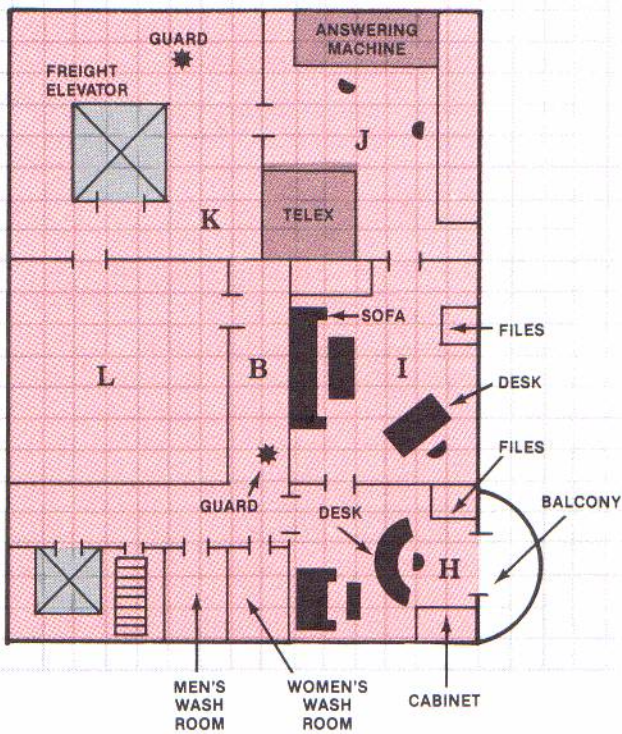


1 □ = 3 feet

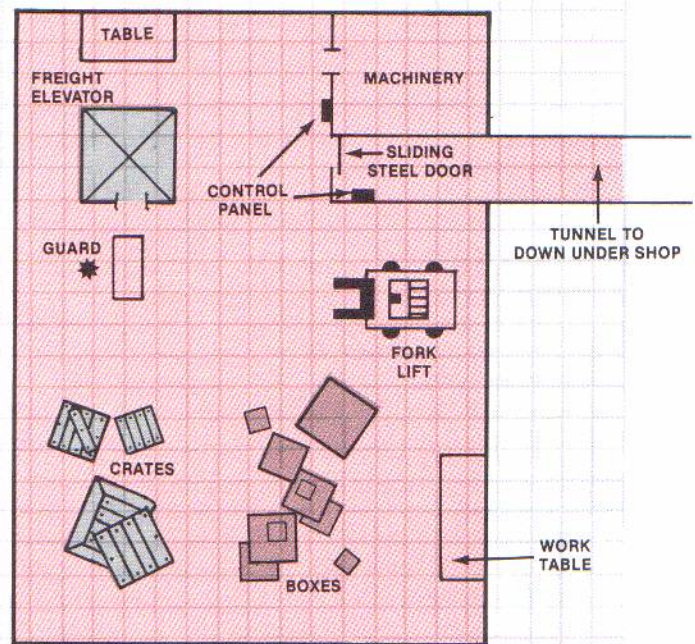
- A=Main Reception Area
- B=Hallway
- C=Security Office
- D=Laboratory
- E=Office
- F=Meeting Room
- G=Storage Room
- H=Hiroshi's Office
- I=Tajima's Office
- J=Communications Room
- K=Storage/Freight Elevator
- L=Meeting Room

1 □ = 3 feet

FOURTH FLOOR



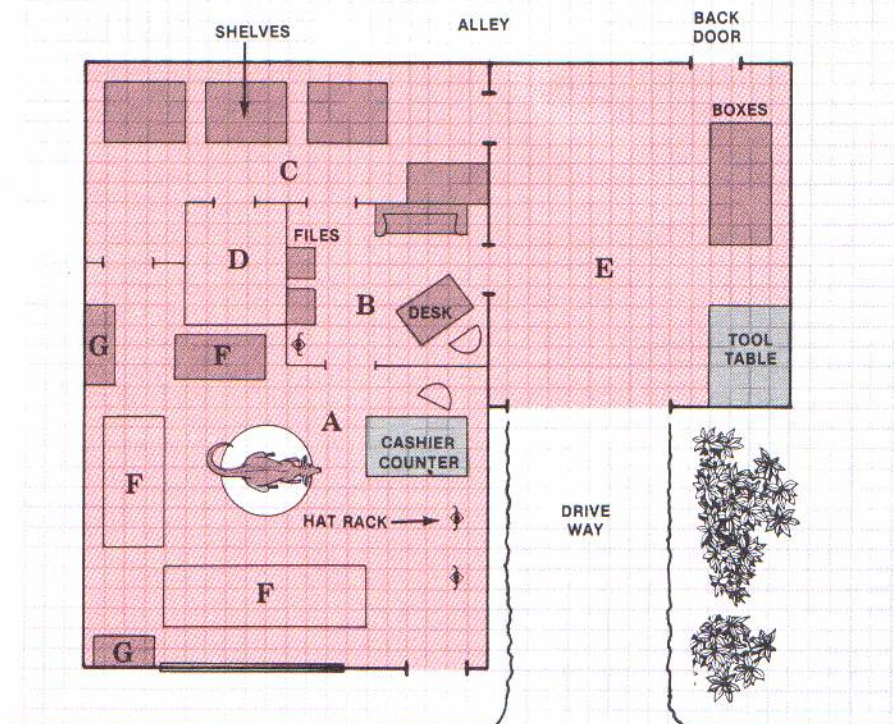
BASEMENT



London Down Under Shop

- A=Display Room
- B=Office
- C=Storage Room
- D=Bathroom
- E=Garage
- F=Display Case
- G=Display Shelves

1 □ = 1 foot



STRINE GLOSSARY

There is not one, comprehensive Australian language. As one goes across the continent, he hears Lebanese, Italian, Turkish and Greek. (There are people who say that Melbourne is the third largest Greek city in the world.) The majority of people do speak English but it is peppered with "Strine," phrases unique to Australia. To capture as much of the flavor of Australia as possible, you should include as many Strine phrases as possible when speaking for the Australian NPCs. The following glossary is more complete than the one on the Mission Sheet given to the players.

Abo: aboriginal
Airy-Jane: airplane
Amber: beer
Arvo: afternoon
Award: minimum pay rate

Back of beyond: far away in the Outback
Bail up: to rob, hold up
Barbie: barbecue
Beaut: beautiful
Belt up! shut up
Bike: a "very friendly" woman
Bikies: motorcyclist
Billabong: water hole in a semi-dry river
Blake: man, guy
Blue (to have a): argue
Boomer: anything large in size or magnitude
Boong: Aborigine
Bo peep: quick, look, peep
Brass Razoo: fictitious coin
Bumby: wild horse

Cobber: friend
Come good: turn out alright
Coo-ee: an attention-getting cry in the Bush
Cut lunch: sandwiches

Dinkie-die: the whole truth
Dinkum: genuine or honest
Don't come the raw prawn: don't try to fool me
Dragon: old crone
Dunny: toilet

Egg nishner: air conditioner

Fair go: a good, reasonable chance
Facilities: toilets
Flat out: as fast as one can go
Fluff: attractive woman

Galah: Noisy parrots, thus noisy idiots
Gaol: jail
G'day: good day (common form of greeting)
Gear: clothing, equipment
Good on ya! term of approval
Grog: alcoholic drink

Jackeroo: apprentice cowboy
Jilleroo: female of the above
Jumbuck: sheep

King hit: hit from behind, stab in the back
Kip: bed, to sleep (used as a verb)

Lair or Larrikin: show off, young lout
Lolly water: soft drinks
Lob: arrive/throw
Lurk: a scheme

Mate: friend, chum
Mozzie: mosquito

No hoper: a hopeless case, a ne'er do well
Never never: desert land far away in the Outback

Old man: adult male kangaroo
Outback: The Bush
Oz: Australia

Pinch: arrest
Pom or Pome (Pommy): Englishman (Prisoner Of Mother England)
Poser: one who poses, a phony
Push: gang of larrikins

Ratbag: friendly term of abuse

Sheila: woman
She'll be right!: don't worry
Shoot through: leave in a hurry
Snoot: disagreeable person
Square off: apologize
Station: large farm or ranch
Strop: stupid person
Swag: gear, possessions

Technicolor yawn: vomit
Thingo: thing, whatchamacallit
Track: country road
Trendy: avant-garde
Two-pot screamer: somebody who can't hold his liquor

Uni: university
Ute: utility truck

Walkabout: travelling on foot for long distances; an Aboriginal tradition
Whinge: Complain, moan
Whinging pom: the worst sort of pom
Wurley: Aboriginal shelter, "humpy"

Yank: American

FIELDS OF EXPERIENCE: Computers, Economics/Business, Fine Arts, Jewelry, Rare Collectibles

WEAKNESSES: Greed

IDIOSYNCRASIES: Clears his throat often and says, "Yes, yes, well . . ." before any statements he makes; rubs his chin often

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

THE CONVERSATION

Rothgeb is on the phone to Australia answering questions about the theft.

When Hiroshi reported that she had the file, Offelmann killed Cunningham via The Eardrum. Hiroshi also reported that she noticed Rothgeb was limping and looked to be in pain, though he said everything went well. Offelmann phoned Rothgeb with his suspicions. Rothgeb, scared to death, explained that a few minor problems arose during the burglary but he can handle them.

If the characters successfully Stealth in, they will hear Rothgeb trying desperately to convince the person at the other end of the phone that everything will be alright. Rothgeb will then give a very humble "Yes, sir," and hang up, wiping the sweat from his brow. He will be very surprised to see anyone in the shop, and his Reaction will be Antagonistic. The characters can allay Rothgeb's suspicions by making a successful Persuasion attempt.

If Rothgeb's suspicions are soothed, or never aroused, he will be happy to talk about the shop and Australia, but will attempt to get back behind the counter so he can sit on the stool there. His leg starts to throb badly if he stays on it for any length of time. Rothgeb is not considered wounded at the moment. His first aid lessened the damage from the light wound in his leg.

During all this, the characters should get a PER roll. On a Quality Rating of 4 or 3, they notice that Rothgeb is limping. If the Quality Rating was 2 or 1, they also notice the bulge of a makeshift bandage under Rothgeb's right trouser leg.

If Rothgeb suspects that the characters are the authorities, his Reaction will automatically become Opposed. He will make an excuse that he must take inventory and ask the characters to leave. If they refuse, Rothgeb will attempt to kill them with the Browning hidden in the kangaroo.

Make a Stealth roll for Rothgeb to see if he reaches the stuffed kangaroo without arousing suspicion. If the characters make their PER roll, they noticed Rothgeb is deliberately heading for the kangaroo and can take action. If the PER roll fails, he characters should get a Sixth Sense roll. They should get the Sixth Sense roll no matter what Rothgeb's Quality Rating was. If Rothgeb still makes it to the kangaroo without arousing the character's suspicion,

make a standard Draw roll to determine who fires first.

If the characters gain the upper hand in a combat, Rothgeb will attempt to run out the back way. Should Rothgeb receive a Heavy Wound or greater, he will fall to the floor and plead for his life. He will claim to be innocent, stating he was forced to steal the file. He will state that he gets his orders over the phone from Australia, but doesn't know from whom.

At some point (the exact moment is up to you) Rothgeb will be killed by Eardrum overload. This should happen while he is with the characters in the shop.

THE SEARCH

If the characters search the shop they will find two clues: a calendar notation and the shipping manifest.

The calendar is on Rothgeb's office on his desk next to the phone. It is open to the December 3 page where Rothgeb has written "6 A.M. — deliver file to airport." A quick thumbing through the remaining pages of the calendar will produce nothing until the December 9 page. On this page, Rothgeb has written "Shipment from Sydney to arrive."

The desk is locked. In the top drawer is a shipping manifest. (Hand the players the shipping manifest prop.) This clue will alert the characters that the Australian Environmental Research Lab is involved in the case.

Also in the drawer is a list of phone numbers: "Drysdale — 61/2/338-6521," "61/2/338-4224," and "AERL — 61/2/582-6400." (If you wish, you can write these numbers on a piece of paper and hand it to the players.) The first number reaches the Sydney Down Under Shop. The second number is the one Rothgeb call to get his orders. If this number is called, a recording will state that the line has been disconnected. The third number reaches the main switchboard of the AERL.

If the characters get into the locked filing cabinets, they will find more forms showing shipments made to and coming from the AERL. The remaining files relate to the running of the Shop and are unimportant.

At this point, the characters should be making reservations on the next flight to Australia. If the characters report their moves to M.I.6, they will be able to pick up the preliminary autopsy report on Cunningham before they go to the airport. (Hand the players the report prop.) M will have Jerry Goodner of the Sydney Station House meet the characters at the airport. If the characters do not contact M.I.6, the report can be forwarded to Australia.

While the characters are in transit, though, Offelmann will be working to discover who are the M.I.6 agents assigned to Sydney. He will discover the location of the station house . . . with tragic results.

B. Sydney

While in Sydney, the characters will investigate the Down Under Shop and the Australian Environmental Research Laboratory. They will interview Saito (as Tajima), Hiroshi Neida and Felicity Foxworth. Their investigations should include breaking into either the Down

Under Shop and/or the AERL and being caught in a chase through Sydney Harbor after being attacked by ninjas.

There is no way to determine in what order the characters will visit these places and people so you should be very familiar with the details of this section before run-

ning it. The order is not as important as having the characters discover the shipping manifest in the AERL offices and find the information they need.

MISSION SHEETS

The players receive two Mission Sheets during this part of the adventure.

Shipping Receipt: (Mission Sheet VI) This carbon of a shipping receipt is found in the office of the Down Under Shop in Sydney.

Guide to Australia: (Mission Sheet III) This Sheet includes a map of Australia and Sydney and has a Strine glossary printed on the back. Hand the players the entire sheet with both maps and glossary at the beginning of this section.

TERMINAL ARRIVAL

The flight time combined with the ten time zone differences between London and Sydney means that the characters plane will touch down 30 hours after takeoff. If the characters catch a plane out of London at 1:00 P.M., London time, on December 3 they will arrive in Sydney at 7:00 P.M., Australian time, on December 4. The plane will land at Botany Bay and the characters will enter Kingsford Smith Airport, known by the locals as "Mascot."

If the characters went off to Australia on their own initiative, they can get from the airport into the city by renting a car or hiring a taxi. If, at any time, the characters call in to M for information, he will advise them to contact Jerry Goodner, who will have a copy of the autopsy report.

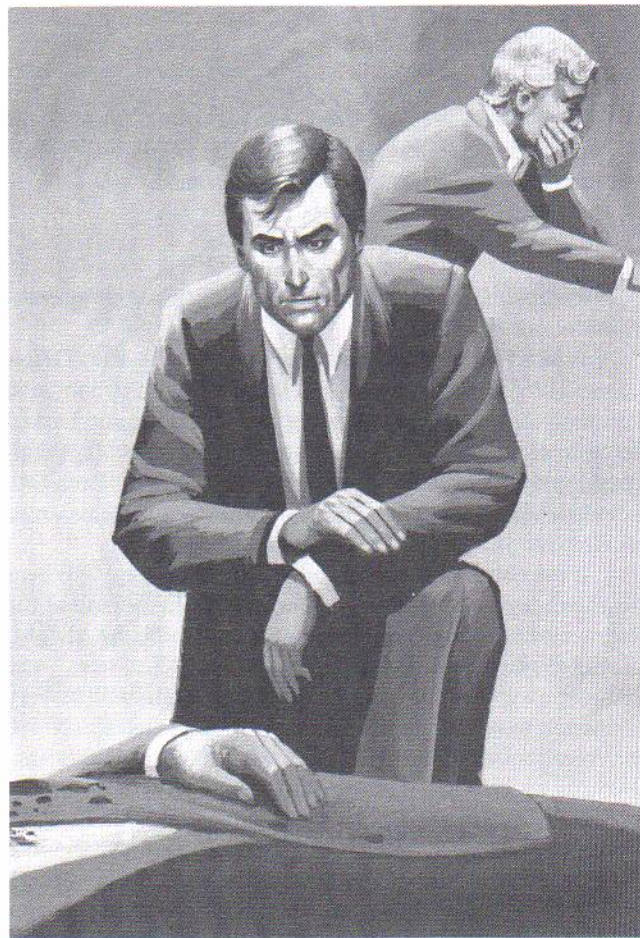
If Goodner knows the characters are coming, he will be waiting at the airport. Goodner is hard to miss. He will be dressed in Australian khaki shorts, knee socks, and a cowboy hat. If the characters miss him, he will walk up to the characters and say, "Hiya mates! You're the pommies come from London, right? Well, good on ya! I'm Jerry Goodner, Universal Import and Export, Sydney, Australia."

Goodner will lead the characters to a jeep in the parking lot. "I need to square off with you on the travelling accommodations, but I dearly love this machine. She looks like a Dragon, but she runs like a Bike!"

During the 20 minute drive to Sydney, Goodner will continue his speech: "Now I have to tell the dinkie-die about our Station House here. I think it's got a fair go of making it to a Level 3 sometime in the near future. London promised me six helpers in three months, but right now I run the place myself. The egg nishner still doesn't work. Dick Henderson has been extremely helpful — but he's going back to Tokyo in a couple of weeks."

The Sydney Station House is located on Stanley Street off of Hyde Park. It is actually Goodner's own townhouse with communications equipment, supplies, and a few weapons in the basement. During the drive, Goodner will answer any questions that he can about Australia, Sydney, the Station House, or the case.

As they approach the front door, the characters should get a PER roll to notice the door is ajar. If the characters



do not notice the condition of the door, Goodner will when he goes to open it. Either way, when Goodner finds it ajar, he will exclaim, "The bloody door was open! Dick wouldn't leave it open like that."

DEATH IN THE STARS

There is no floorplan for the townhouse included in the adventure since it is not expected that any combat or chases will take place here. The townhouse is modest, though, with only a living room, kitchen and bathroom on the ground floor and bedroom and guestroom on the upper floor. The basement is one large room that holds Goodner's radio equipment and supplies.

The front door opens onto the living room where there are some signs of a struggle. Give the characters a PER roll (-3 Ease Factor modifier) to notice four small slits in the sofa and the wall by the door to the kitchen. If they notice, the characters should get an INT roll to deduce they were made by hurled shurikens. (Characters with the Field of Experience of Forensics will know this automatically.)

In the kitchen, a chair has been knocked over and the table is tilting due to two cracked legs. There are three more small slits near the door to the stairs to the basement.

The basement contains communications equipment, files, and a few boxes of miscellaneous Q Branch standard issue equipment. Lying in a pool of his own blood is Richard Henderson. Whatever cut his throat almost

decapitated him. Close inspection of Henderson's body will reveal he had been hit several times by shuriken and then slashed by some sword-like weapon.

Make a WIL roll for Goodner. If it is successful, he will go on as normal but slightly shaken. If the roll was a Failure, he will head upstairs and pour himself a drink and try to have as many as he can without the characters finding out. If the characters follow and catch him gulping liquor he will make an excuse. "I sure need some plonk. What about you? I hope you pommies are not two-pot screamers. I don't know about you mates, but I'm going to drink a little tonight!"

If asked about Henderson, Goodner will explain, "I left him down here to come collect you at the airport — he was very much alive. I think you should be a bit dinkum with me and tell me what all this is about."

The characters can take Goodner into their confidence as they see fit. Goodner knows that the AERL specializes in research for chemicals and ecological waste disposal systems, as well as environmental control. He also knows that Mako Tajima is a well respected scientist who runs a major branch of the firm.

Goodner will suggest the characters stay in a hotel since the security of the station house is broken. Before the characters leave, however, Goodner hand them a small package. "We had orders this morning from Q Branch to give you these." In the package are microfilm canisters for the character's to put in their shoe escape kits. "Not only are there maps of everything Down Under," Goodner will explain, "but there are microfilm there with Out-back survival tips and there's one with the night sky in constellations in case you get lost back of beyond."

Goodner can supply the characters with any of the standard issue equipment or Common Devices, or arrange for any documents the characters may need to visit the AERL undercover. Alternatively, if the characters wish to break into the AERL, Goodner can provide the characters with the necessary equipment, but only if they request it. One piece of equipment that may be helpful is the Pains-Wessex Speedline, a line-throwing unit. There is one in the basement of the townhouse and you should make sure you mention its presence to the players.

SYDNEY DOWN UNDER SHOP

The Sydney Down Under Shop, run by Bernard Drysdale, is located at 25 Liverpool Street, near George Street. Should the characters visit the establishment during the day, they will see Felicity Foxworth's red Toyota Celica GT-S.

Note: *If you own the Q Manual, give Felicity an Audi Quattro.*

The Shop is laid out similarly to the one in London (see the layout on page XX). The kangaroo in the center of the room does not have a weapon hidden in the pouch. Instead, there is a single-shot .22 calibre pistol hidden in the animal's mouth. Buttons next to the cash register can rotate the kangaroo 360 degrees and fire the pistol. Felicity does not know about the buttons or the gun. The attributes

for the kangaroo gun are:

PM	S/R	AMMO	DC	CLOSE	LONG
0	1	1	D	0-2	6-10
CON		JAM	DRAW	RL	
n/a		98-99	0	3	

If the characters examine the kangaroo, give them a PER roll (−2 Ease Factor modifier) to notice the mouth is mechanically wired to open and close.

Drysdale's office (B) is through a door behind the counter. Another door opens onto the areas (C and D) containing the lavatory, a freight elevator, and a spiral staircase leading down to the basement storeroom.

The desk phone in the office has several phone numbers on a piece of paper taped to its side. They read: "338-4225"; "OEPA — 4/228-9516." Beside the phone is a message pad of paper. Characters examining the pad should get a PER roll to notice the indentations of a message written on the top sheet. By lightly shading the paper, the message can be read. If the players do not automatically know how to do this, their characters should get an INT roll to figure it out. The message reads: "Foxworth — Surgery — December 8."

The storeroom is always kept locked (−1 Ease Factor modifier to Lockpick), even Felicity is not allowed down there. Drysdale told her that some previous employees stole from him so now this is a blanket policy. He assured Felicity that, once she proves herself, he will give her a key. What he didn't tell her is that "proving herself" involves becoming an Eardrum person.

In the storeroom are the normal, store-related boxes, crates, and packing materials; but there are also several empty crates marked "chemicals." The crates also have an AERL "seal of approval" sticker attached to them. Lying beside the crates is a carbon copy of an express shipping receipt addressed to Jim Mozako at the OEPA at Ayers Rock. (Hand the players the shipping label prop.) If the characters never make it into the basement, Felicity will mention casually a special shipment that Drysdale apparently didn't want her to see.

On the front wall of the storeroom, behind a shelf of boxes, is a sliding steel door leading to a tunnel connecting the shop with the AERL's basement. To find the hidden door, the players must state the characters are searching the shelves, and make a successful PER roll. To open the door requires an Electronics roll (−2 Ease Factor modifier). Beyond the door is a dimly lit tunnel running under the street, with another steel door at the other end. This is one method of entry into the AERL if they do not visit the center legitimately.

Halfway down the tunnel are a pair of electric eyes. If the characters are looking for such devices they should get a PER roll (+3 Ease Factor modifier) to notice them. If they are not looking, the Ease Factor modifier is −3. Once the electronic eyes are noticed they can be bypassed automatically. If the characters do not notice the eyes, there will be two guards per character waiting on the other

side of the sliding steel door. The AERL is described in Section C.

GOING SHOPPING

When the characters first enter the store during the day, they will meet Felicity, who does not yet have the Eardrum. She'll be happy to answer any questions she can. If the characters ask to see Bernard Drysdale, she will reply that he should be back in a few minutes. Once she realizes the characters are not Australian, she will be curious about them. She'll ask why they're in Sydney and if they need anyone to guide them around. While all this attention may arouse the characters' suspicions, Felicity is merely fascinated with people from England.

She has been on the job two weeks, and, as far as she knows, she and Mr. Drysdale are the only full-time employees. Since the labs are right across the street, she is aware of the AERL and Mako Tajima, but knows nothing else about the labs. "Mr. Drysdale may be able to help you, though. I saw him talking to Mr. Tajima one night when I had to come back for my purse."

During this conversation, Bernard Drysdale will enter through the front door.

BERNARD DRYSDALE

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

SKILLS (SKILL LEVEL/PRIMARY CHANCE)

Charisma (5/13), Driving (6/12), Electronics (4/12), Evasion (6/12), Fire Combat (4/16), Hand-to-Hand Combat (4/10), Stealth (7/15)

ABILITIES: Connoisseur, First Aid, Photography

HEIGHT: 5'11"	SPEED: 1
WEIGHT: 185 lbs	HAND-TO-HAND DAMAGE CLASS: A
AGE: 40	STAMINA: 28 hours
APPEARANCE: Normal	RUNNING/SWIMMING: 25 minutes
FAME POINTS: 20	CARRYING: 101-150 pounds
SURVIVAL POINTS: 1	WEAPON: Colt Pocket .25 Automatic*

FIELDS OF EXPERIENCE: Computers, Economics/Business, Fine Arts, Jewelry, Rare Collectibles

WEAKNESSES: Greed

IDIOSYNCRASIES: Smokes and coughs a lot

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

*If you own the *Q Manual*, give Drysdale the Colt. If not, give him a Luger Parabellum for the basic game book.

He will be in a foul mood, but will brighten if he thinks the characters are customers. If the characters questions go beyond those of a shopper, Drysdale will become rude and say, "I'm not going to let some bloody pommies come in here like larrikin. Now get out before I have you pinched! Felicity, show these blokes the door." With that, Drysdale will go into his office and lock the door. Felicity will be shocked by Drysdale's behavior. "He must have a boomer of a headache," she'll say. "He's usually a pleasant bloke. Well, never you mind. Pay him no razoo."

BREAKING INTO THE BUSINESS

The events of the day should certainly whet the characters' appetites for a nocturnal visit. To break into the shop at night, the characters must pick the locks on the doors (-2 Ease Factor modifier), unless they get Felicity's help. Convincing Felicity to let them break into the shop will not be easy. A female character can do it with a successful Persuasion attempt (-3 Ease Factor modifier). Male characters will have to successfully Seduce Felicity.

For every 15 minutes the characters are in the shop at night, there is a 75% chance that Drysdale will come back to catch up on some work. The characters must succeed at a PER roll to hear him enter the display room. The characters (and Felicity) will have to Stealth to keep from being heard. After doing some work in his office, Drysdale will go down to the storeroom to go through the tunnel to the AERL.

Should Drysdale find the characters, he will attempt to shoot them. Drysdale would rather die than be taken alive and he will not run away. If his life is in immediate danger, he will attempt to escape through an underground tunnel to the AERL.

If the characters break into the shop without visiting it during the day, they may not meet Felicity. In this case, they can notice her outside the shop or they will not meet her until they get to the Outback Headquarters.

C. The AERL

At the AERL, the characters will meet Mako Tajima (Saito) and Hiroshi Neida. They will find the coded telex that implicates Tajima in Henderson's death and provides a solid clue to lead the characters to Ayer's Rock. Depending on the characters' actions, there is a chance they will be involved in a combat and chase in Sydney Harbor.

MISSION SHEETS

In this section, there is only one pair of props.

Telexes: (Mission Sheet IV) The coded telex message and the decoded version should be cut apart and the coded telex given to the players when the characters search

Tajima's desk. Once a successful Cryptography roll is made, give the players the decoded message.

THE MAIN BUILDING

The AERL is located directly across the street from the Down Under Shop. The seven-story, hospital-like building houses many departments and functions. The AERL is a legitimate scientific research corporation, save for Tajima's branch. Tajima's research goes on in the new four-story wing on the north side of the building. His office is on the fourth floor.

Visitors must stop at the reception area (A) where a young Japanese receptionist makes sure the visitor has an

appointment. The visitor is issued a pass and given precise directions to the proper office. Two armed guards are in the reception area and other guards patrol the halls. Near the main entrance are the two passenger elevators that service the seven floors of the AERL. Most of the first floor is hallway (B), security center (C), labs (D), and offices (E). Room F is a general meeting room that is often used to meet with outsiders.

The other floors of this building consist of offices and labs and contain nothing out of the ordinary or interesting.

THE NORTH WING

This new addition is kept separate from the rest of the structure. The only way into it is through the guarded door in the reception area.

The bottom three floors of this wing are unremarkable, except for the storage room (G) on the first floor. This room is guarded 24 hours a day, ostensibly to keep thieves from taking the supplies, but actually to keep unauthorized people from using the freight elevator to go to the basement.

The basement of the building is a large storeroom where supplies and extra equipment are kept. There is another guard stationed here who is in charge of making sure people sign out the equipment. He is also there to make sure no one disturbs the crates against the east wall that disguise the sliding steel door to the tunnel.

The fourth floor is the one of interest to the characters, since it contains Tajima's office.

TAJIMA'S OFFICE

After arriving on the fourth floor (see layout on page 14), visitors walk down a hallway (H), where another armed guard is on duty 24 hours a day watching Hiroshi's office (I). Outside Hiroshi's office is a balcony where waiting visitors can get some fresh air.

Tajima's office (J) consists of a desk, a sofa, a coffee table, chairs, a file cabinet, and a locked door to another room. A Lockpicking attempt is required to open Tajima's desk. Beyond Tajima's office is the communications center (K). The door to this room can only be opened electronically by pressing a button on Tajima's desk.

Against the north and east walls are 20 answering machines, each with a phone and number attached. These numbers include 338-4223, 338-4224, 338-4225, and so on. In one corner is a telex printer/receiver. Offelmann sends his coded instructions on this machine.

Another door in the room leads to the private freight room (L) and loading elevator which descends to the basement. The elevator is an open, cage-like, slow moving, noisy piece of machinery. A guard sits by the elevator at all times. There is one guard by this elevator on every floor. The guards who work in the Tajima wing also carry Number 4 rifles in addition to the Smith & Wessons.

GOING UNDERCOVER

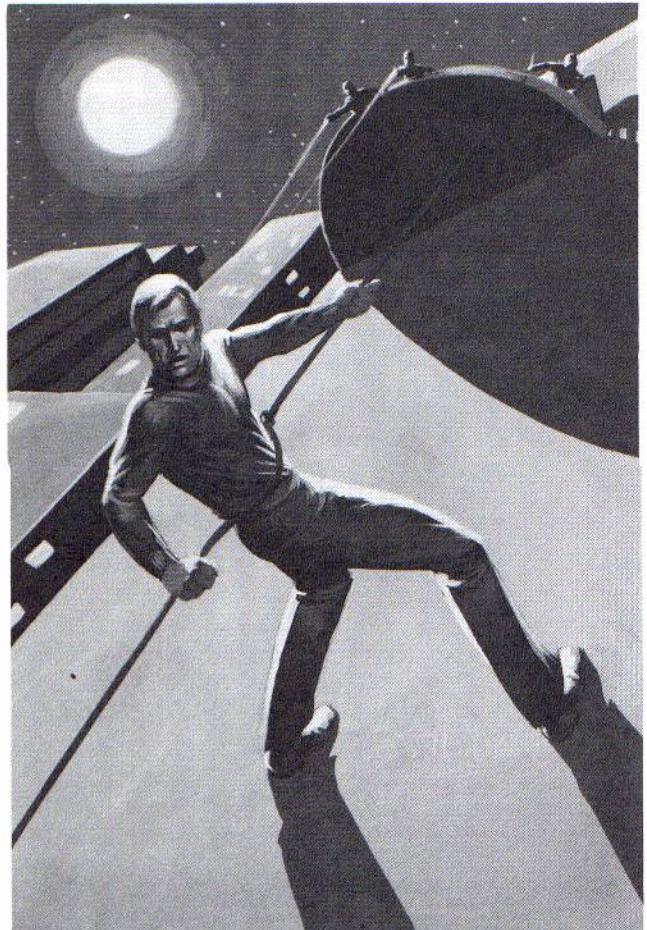
The characters can get into the AERL by assuming disguises and making an appointment to meet with Tajima. Goodner can arrange for all the proper documents and papers.

At the AERL the characters will be directed to the passenger elevator in the north wing, which they will take to the fourth floor.

Hiroshi will greet the characters warmly. The characters should recognize her immediately from the photo in Cunningham's wallet. Hiroshi will apologize, saying that Mr. Tajima is busy on an important call and would the characters mind waiting for a few minutes. During this time the characters can get a look around her office or wander out onto the balcony.

Characters who make a successful PER roll will notice a video camera that follows their every move. Another successful PER roll means they noticed the alarm on the door leading to Tajima's office.

One of the characters can use the waiting time to get to know Hiroshi better and start a Seduction. Hiroshi, knowing who the characters are, gets a +5 Ease Factor modifier to her WIL roll to resist Seduction. Even if she resists, she will play along with the character since she has been ordered to find out more about them before killing them. Hiroshi will tell the character that she is leaving the office around three o'clock to go to the Sydney docks to see the regatta of sailboats. She will offer to meet the



character there. There are some fine restaurants at the docks where they could have dinner afterward.

After a few minutes, the door lock to Tajima's office will buzz open. Tajima controls it from a small panel of buttons on his desk. The conversation of the meeting with Tajima will depend on what covers the characters have chosen. He will not speak of Offelmann, the Down Under Shops or "Fire and Brimstone." If any of these subjects are mentioned, Tajima will terminate the conversation. In any case, he will not offer to show the characters around the establishment.

NIGHT VISIT

At some time during this part of the adventure, the characters may want to break into the AERL. The front entrance is locked at 6:00 P.M., and most of the employees will have gone home. There are two guards patrolling every floor.

There are two ways to break into the AERL. The first is through the underground tunnel. The characters would have to break into the Down Under Shop to get to the tunnel. The other method is to climb up the outside of the building to balcony next to Hiroshi's office, using the Mountaineering skill.

The characters can use the Schermuly Pains-Wessex Speedline to help them climb the building. The Speedline is a cylinder with a carrying handle and a trigger housing at the top. Removing the front end of the cylinder reveals the rocket to which is tethered 275 meters of specially prepared rope. The rocket has a PM of -1 and is fired using the characters Fire Combat Primary Chance.

The Quality Rating of the Fire Combat roll determines how close the rocket came to the balcony, how securely the line is anchored, and the like. To simulate all this when the player makes his Mountaineering roll, apply a negative Ease Factor modifier that is equal to one less Quality Rating of the Fire Combat roll. For example: Quality Rating 4 means a -3 Ease Factor modifier. A Failure when shooting the Speedline means the character overshot the building. It takes 30 minutes to haul the line back in and try again.

For every Mountaineering roll, a character must also succeed at a Stealth roll to keep quiet. Once on the balcony, the characters must deactivate the alarm system (Electronics skill roll) and pick the lock (Lockpicking skill roll). Attempting to gain entrance without first deactivating the alarm will bring the guards running.

A thorough search of Hiroshi's office means the characters must pick the lock on her cabinet. In the cabinet are a woman's overcoat, make-up items, and two large hat boxes. One hat box is empty. Inside the other is Hiroshi's spare ninja suit with five shurikens. The rest of the items in the room are standard office supplies.

The electronic lock on the door to Tajima's office requires an Electronic skill roll (-1 Ease Factor modifier) to open. Everything in Tajima's is standard office equipment except for two items. In the top drawer of his desk is a telex addressed to Tajima. The telex is in code. (Hand the players the coded telex.)

The characters can try to decode it there, but even the best Cryptography skill roll result will take 15 minutes; or they can take it with them. If the players can decode the message without using their character's Cryptography skill, they should get bonus experience points. Once the code is broken, you should give the players the decoded telex. The telex links Tajima with Henderson's death, and tells the character that he will be heading for Ayers Rock.

The locked filing cabinet contains files pertaining to legitimate AERL business, except for the bottom drawer. In this drawer is just one file, marked "Fire and Brimstone." Inside this file is a copy of the shipping manifest found in London. In addition, there are copies of similar shipping manifests addressed to all to the various branches of the Down Under Shop — Sydney, Canberra, Melbourne, Brisbane, Perth, Darwin, New York, Tokyo, and Paris.

To get to the communications room requires another Electronics roll to bypass the lock or to pick the right button on the control panel. In either case, a Failure sets off the building alarm. The characters can play any of the answering machines; all but one have recorded messages saying that the number has been disconnected.

While the characters are looking over the room, one of the machines will answer a call. The machine will do all the talking. "Mozako, when you receive the shipment of chemicals, send them disguised as OEPA equipment, to the New Uluru. The Operation is scheduled to commence at noon December 9." The machine will then automatically erase this message. All further calls to this number will get a recording saying it has been disconnected, like the one the characters heard if they called the number found in London.

Opening the door to the private freight room without a successful Stealth roll will alert the guard. Any unnecessary noise (not including the answering machine message) coming from the communications room will also alert the guard.

The characters will have to dispose of the guard to get to the elevator. The guards on each lower floor will notice strangers in the elevator so one character may have to disguise himself as a guard to get close to or past the others. The second and third floors of the wing contain laboratory and research rooms. There is nothing of interest on these floors. The basement is described above.

GUARDS

At night, the guards stop and question anyone they don't recognize and ask for a pass or an identity card. All the guards at the AERL carry walkie-talkies and can communicate with each other throughout the building. The guards are trained to shoot first and ask questions later if they catch intruders at night. If the characters get out the building, the guards will pursue in Chevrolet Caprice Classics (if you own the *Q Manual*, give the guards Honda Accords).

GUARDS

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

SKILLS (SKILL LEVEL/PRIMARY CHANCE)

Driving (7/14), Evasion (3/10), Fire Combat (4/11),
Hand-to-Hand Combat (5/12), Riding (9/14), Stealth (5/10)

SPEED: 1 HAND-TO-HAND DAMAGE CLASS: A
STAMINA: 24 hours RUNNING/SWIMMING: 10 minutes
CARRYING: 101-150 pounds WEAPON: Smith & Wesson .38

DOCK STRIKE

If the characters take Hiroshi up on her invitation to the regatta, they will find themselves among the crowd at Circular Quay waiting to see the sailboats pass the docks. The air will be filled with the sounds of camera clicks, souvenir hawkers and boisterous people.

Hiroshi will not appear. Instead, a black garbed ninja will try to Stealth up and attack using a Wakishasi (PM: 0, DC: +2, DRAW: 0) and Hand-to-Hand combat. If there is more than one player character around, the ninja will be helped by a gang of hoods whose characteristics and skills are the same as the guards described above.

No matter how many are involved in the combat, you should keep in mind that there is a crowd around and that Fire Combat could result in innocent people being hurt.

If Hiroshi is in imminent danger of being killed she will try to escape by jumping into a waiting Cobalt CM-9 speedboat. There are no other speedboats around. The only water vehicle about is hydrofoil cruise ship, the last of the passengers and crew getting off. A maintenance

crew is standing by, ready to go aboard and police the craft.

To follow Hiroshi, the characters will have to commandeer the hydrofoil cruiser. If they think of it fast enough, they should have no trouble getting aboard and pulling away from the dock. If they hesitate some crew members will be able to get on board and try to stop them.

The Attributes for the hydrofoil cruiser are:

PM	RED	CRUS	MAX	RGE	FCE	STR
+1	5	30	50	275	30	200

Because of the regatta there is a 25% chance each round of encountering an obstacle, requiring a Trick Maneuver to avoid. If a successful PER roll is made at the beginning of the round, tell the player about the obstacle and the Ease Factor modifier before any bidding takes place. If the PER roll fails, tell the player after the bidding and apply the modifier to the bid Ease Factor. Everyone involved in the chase must perform a Trick maneuver to avoid an obstacle.

For example: If the bid Ease Factor is 5, and the characters are avoiding an obstacle with a modifier of -1, then they must perform a Trick maneuver at an Ease Factor of 4. Any damage is taken at the modified Ease Factor.

During any round where an obstacle is present, either side may attempt to go first (win the bidding) and Force an opponent to crash into the obstacle as per the



Force rules. If because of the low Ease Factor, either side chooses not to do the Trick Maneuver, he must drastically cut his speed.

Listed below are obstacles and their Ease Factor modifiers.

OBSTACLE	EASE FACTOR MODIFIER
Sailboat	-1
Speedboat	-1
Tour boat	-2
Barge	-3

If there is more than one character and the range is Close, a character can try to jump from the hydrofoil unto

the speedboat. This is an Evasion maneuver. The chase will continue until the characters give up, capture the speedboat, or kill or capture the hoods and Hiroshi.

WHERE NEXT

If the characters have investigated all the possibilities in Sydney, they should realize their next step is Ayers Rock and the OEPA. The best way to go is to fly to Alice Springs and then fly, drive, or ride horses to Ayers Rock. A flight to Alice Springs takes five hours, with another hour to fly to Ayers Rock. Driving from Alice Springs to Ayers Rock takes 3½ hours; by horse, the journey takes about 6 hours. Whether Goodner or Felicity accompany the characters is up to the players.

D. Ayers Rock

In this part of the adventure, the characters will meet Jim Mozako (Mozzie) and discover he is in Offelmann's employ. They will also discover his map to the Aborigine reserve, where Offelmann's Outback Headquarters is located.

MISSION SHEETS

Mozzie's Map: (Mission Sheet VI) The only mission sheet used in this part of the adventure is the map mentioned above. This map is found in a locked desk in Mozzie's office, or in his saddlebags or glove compartment.

AYERS ROCK

Ayers Rock is one of the prime tourist attractions of Australia, even though it lies in the middle of nowhere. The largest monolith in the world (2 miles long, 1½ wide, 1,150 feet high), the Rock is the summit of a mountain buried beneath the flat plain of Bush country. As the sun moves across the sky, the rock changes colors, becoming a brilliant orange at sunset. Caves abound in and around the Rock.

A town, of sorts, has sprung up on the road circling Ayers Rock. There are three motels, a visitors center, a camping area for tourists, the airstrip, and the OEPA. The local authorities are the park rangers. There are two rangers on duty at all times. Their Characteristics and Skills can be created using the Guards and Soldiers table in the *James Bond 007* Game. Each ranger carries a Smith & Wesson .38 and has access to Number 4 rifles.

THE OEPA

The Outback Environmental Protection Agency is concerned with wildlife, pollution control, and tourist services, but Jim Mozzie also uses it as a conduit to get Offelmann supplies. The OEPA building is a large, one story warehouse with an office. There is a front entrance for visitors, and a loading door on the west side. Inside

two pens along the north side are three horses and seven camels that are rented to tourists. A small stable is behind the pen.

Mozzie's orders are to capture and bring the characters to Offelmann. To lull the characters, Mozzie will pretend that Mozako is a different person who has stepped out for awhile and put on the airs of being a simple minded Aborigine eager to please these "rich tourists." All the guards and workers at the OEPA are in on this deception.

Mozzie will offer to show the characters around to lead them into an ambush in the warehouse. Mozzie will attempt to lasso one of the characters. This will signal the guards to come out from behind the crates with more lassos as well as guns. The men and Mozzie will tie up the characters. Under armed guard, they will be taken to the jeep and driven to the Utwa Reserve.

Should the characters escape, they can jump on the horses or camels. The guards will jump on the remaining animals and Mozzie's jeep and a chase will ensue. If Mozzie is in imminent danger of being captured, he will jump on a horse or camel and try to get away, with the characters in hot pursuit. Mozzie will ride to Ayers Rock where he will try to lose himself in the many caves in the rock. If caught, Mozzie will only say that "the New Uluru, the Lord of the Outback" is his superior. The Eardrum scar may be found as before.

During the chase, anyone on a camel receives a -1 Ease Factor modifier on every roll to reflect the camel's nasty nature. A rider can jump from his own animal to another at close range, and a successful Force means the victim's animal has been knocked to the ground. For the purposes of this chase consider the horses to have a Force rating of 3, the camels: 4.

At night, there are at least four guards on duty (two outside by the loading doors, and two inside the warehouse). The front entrance is locked (-1 Ease Factor modifier), but the loading doors are not. The guards by

the loading door are usually drinking and laughing, giving them a -2 Ease Factor modifier on any PER rolls to hear. Mozzie sleeps in his office so he can be called in case of trouble.

The warehouse contains many supplies: tents, camping equipment, rope, food, water jugs, and gasoline tanks. There is also enough dynamite to blow up a large house. In the locked desk in the office is the crude map drawn by Mozzie showing the location of the Utwa Reserve. (Hand the players the map.) Other locations for the map are noted above. On a piece of paper, taped to the bottom of the desk drawer is Mozzie's personal

Eardrum number, which matches the number on the machine at the AERL.

If the characters are captured and taken to the Reserve in the jeep, they will obviously not need the map since they will see the route with their own eyes. If Felicity Foxworth is with the characters, she will be captured and taken to the reserve as well.

In case of a firefight, the park rangers will investigate and will arrest the characters, giving Mozzie time to head to the headquarters and warn Offelmann. It should take at least four hours for the rangers to verify the character's credentials.

E. The Reserve

At the reserve, the characters will meet with Utwa, chief of the Aborigine tribe and discover the entrance to Offelmann's underground headquarters.

There are no Mission Sheets handed out in this section.

GETTING THERE

By following Mozzie's map, the characters should have few problems finding the village. The reserve is about 100 miles northeast of Ayers Rock on an unmarked dirt trail leading north.

The village (see diagram on Gamesmaster Screen) consists of six "sheds", a horse pen, and a stable. The fiercely independent, but superstitious, Aborigines still live like their ancestors. It is a small tribe, with only 10 males. Only the men come out when strangers are around, the women stay inside the huts.

When visitors come to the reserve, Utwa comes out of his shed and does all of the talking (he's the only one in the tribe who speaks any English). Utwa does not allow anyone into his shed, except for Offelmann's people. If the characters are captured, they will be taken to the Bottom Level of the headquarters through the elevator in Utwa's shed.

A guard stands by the elevator in Utwa's shed at all times. The rest of the shed consists of a "greeting room" with primitive furniture, a primitive lavatory, and a dining area and bedrooms for Utwa's family. All of the sheds are built alike; Utwa's is the only one with an elevator.

The pen contains six horses (and camels, if you like). For any Chase involving these animals refer to the rules above.

How the characters can find their own way into the underground headquarters is described in the next section.

RESTLESS NATIVES

The leader of the Reserve tribe and all the male Aborigine guards on the Reserve and in the Outback

complex all have the following Characteristics and Skills:

STR: 9 DEX: 10 WIL: 9 PER: 11 INT: 6

SKILLS (SKILL LEVEL/PRIMARY CHANCE)

Evasion (7/16), Fire Combat (6/16), Hand-to-Hand Combat (8/17), Riding (8/18), Stealth (9/18)

SPEED: 2

HAND-TO-HAND DAMAGE CLASS: A

STAMINA: 28 hours

RUNNING/SWIMMING: 25 minutes

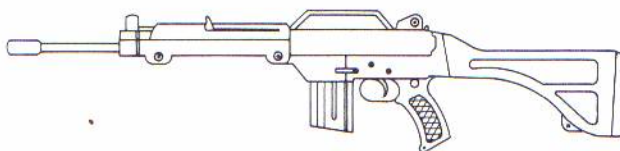
CARRYING: 101-150 pounds

WEAPON: Assault Rifle, knife

There will be two guards awake outside in front of the sheds at all times. A shift is made every four hours. The men will not appear to be guards, but rather, simply two male tribe members who happen to be idly sitting outside their sheds, but their eyes and ears will be open.

AUSTRALIAN LEADER ASSAULT RIFLE

This Australian-made rifle, Model 4, is compatible with an M-16 anything which screws on the muzzle of an M-16 will fit the Leader (the magazines are interchangeable as well). The first figure beneath S/R and DC is the weapon's Attribute for single shot mode, while the second figure is used during automatic firing.



PM	S/R	AMMO	DC	CLOSE	LONG
0	2	30	H	0-15	40-70
	10		K		
CON	JAM	DRAW	RL		
n/a	97-99	-3	2		

F. The Outback Headquarters

During this part of the adventure, the characters will infiltrate Offelmann's headquarters and learn his plan. They will then be transported to a desolate stretch of the Outback and left to die.

There are no Mission Sheets handed out in this section.

GROUND LEVEL

The large rock near the village sheds is hollow and serves as the hangar for Offelmann's airplanes. The hydraulic doors can be opened only from the inside. To find the cracks for the doors, a character must examine the rock closely and succeed at a PER roll. Inside the hangar are two Cessna Cutlass RG airplanes (see Part III: G. The Outback for Attributes). The Cessnas are used for Operation "Fire and Brimstone," and by Offelmann for transportation should he ever leave the headquarters. Also in the hangar are two jeeps, keys in the ignitions.

On top of the rock is another set of hydraulic doors covering the dishbowl antenna which sends out the Eardrum signals. It is raised and lowered from the Communications Room on the Second Level. Again, only close inspection of the rock and a PER roll is required to notice the trap door. The door cannot be opened from the outside.

The lights to the hangar are controlled on a wall next to the freight elevator; they can be controlled from the Communications Room as well. The open sided freight elevator stops at all floors of the headquarters.

Another way into the headquarters is through the three ventilation shafts. (See cross section on the Gamesmaster Screen.) These openings are camouflaged and require a PER roll to notice, but the characters do not have to examine the rock closely. The shafts are large enough for one person at a time to crawl down using a Mountaineering roll. Each shaft descends to the Maintenance Floor of the complex.

The shafts empty into a large air chamber connected to the air conditioning pump. When the pumps are not working, a character can safely climb down into the air chamber and worm his way through the pump and onto the floor by squeezing through a small opening.

There is a 20% chance during each character's climb that the pump will start. Any characters in the shaft or air chamber when the pump starts must make a STR roll (+1 Ease Factor modifier) to avoid being sucked into the air filter and pulverized. If any characters are already through, they can turn off the pump before anyone is hurt by getting a Quality Rating of 1 on a Science or Electronics roll. If the Quality Rating is 2 or more, you should determine how many characters were injured and the extent of their wounds.

The Maintenance Floor contains all of the life support equipment needed to run the complex: air conditioning units, electric generators, water pumps, and the like.

SECOND LEVEL

From the hangar or the Maintenance Floor, the characters can get into the rest of the complex by using the passenger or freight elevators or by using the spiral staircase. The vent shafts in the headquarters are too small to crawl through.

The Technicians' Quarters are sparsely but comfortably furnished. A character can find a spare lab outfit here to use as a disguise. The complex has six Technicians (all Japanese) who are Eardrum People recruited from Tokyo. They speak German and Japanese, but not English. If things have gone too easily for the characters, you can put Technicians enjoying a rest period in some of the rooms. The technicians can raise the alarm from their quarters. Room A is the technicians' social/recreation area.

The Laboratory (B) is where the cloud seeding mixture is being prepared. There will be sacks of seeding agent piled on tables, unless it is December 7 or later, when the mixture will have been sent to the Down Under Shops. The Q Branch file will be lying in plain sight on a table. To create explosives using the materials in the lab takes a Science roll (-1 Ease Factor modifier) or Demolitions roll.

The hall to the north of the recreation room and the lab, leads to the passenger elevator from Utwa's shed through the complex.

The east door of the Lab leads to the Communications Room (C). It contains a telex machine like the one at the AERL, and the computer terminals for sending signals to "prod" the Eardrum People, or to terminate them with Eardrum overload. On the south wall is a map of the world, showing the locations of all the Down Under Shops. There is a standard radio (400 mile range) for communicating with Offelmann's airplane. Along the south wall are the controls to open the hangar doors and raise the dishbowl antenna.

By using the computer terminals in this room, characters who succeeds at three separate Electronics rolls (-1 Ease Factor modifier to each) can access the computer's memory banks and get a list of all shops, personnel and the timetable for Offelmann's plan.

A door on the west wall of the Communication Room leads into the Computer Room (D), containing the memory banks and the back up disks.

Room E is the freight/security area. Here there is a cage-like freight elevator which goes to all floors. There is also a security switchboard manned by a guard, and a spiral staircase leading to the Bottom Level.

BOTTOM LEVEL

The Bottom Level is more comfortable, decorated in European Decor with some Australian and Japanese artifacts. The Reception Room (F) has modern furniture and a guard sitting at the desk. Through the Reception

Room is the Dining/Meeting Room (G). There is a large oval table with six chairs. There are sofas and armchairs on either side of the room. Through swinging doors are the Kitchen (H) and Storage Room (I).

Offelmann's Living Quarters (J) adjoins the Dining/Meeting Room.

Also on the Bottom Level, through the door at the east end of the first hallway, are the "Guest Rooms" (K). Captured characters will be locked in these rooms which contain only a cot and a lavatory. After December 8, Felicity Foxworth will occupy the first Guest Room. If it is after 10:00 A.M., she will have undergone the brainwashing and had the Eardrum inserted. The doors to these rooms slide open by pushing a button on the wall of the hallway. The doors cannot be opened from the inside.

Next to Simon Frober's room (L) is Kenji Saito's (M), who will arrive on December 6. Neither room is a cell and the doors can be opened from the inside. A smaller room (N) adjoins the bedroom, containing exercise equipment for Simon. If Frober is not encountered before the characters reach here, he will be in one of these rooms.

There is a freight/security area (O) nearly identical to the one on the Second Floor. A spiral staircase here which leads up only to the Second Level.

Next to the freight/security area service core for the complex. A rung ladder attached to the west wall leads up to the door on the Second Level at this same location.

GUARDS

Aside from the guard at the reception desk and the ones marked on the floorplan, there is another guard that patrols the entire complex, except for the Maintenance Floor. Each guard (as well as Offelmann, Saito, and Frober) carries walkie-talkies on their belts which they can use to signal the other guards should they be confronted with trouble. Activating a beeper on the unit will send out a general alarm throughout the complex.

If the characters are captured, give the guards a PER roll, on a Quality Rating of 1, the guards found everything on the characters including shoe escape and first aid kits. On any other result, only the characters' weapons are found. The characters will be taken to separate cells and locked in until it is time to meet with Offelmann.

ENCOUNTERS

For every fifteen minutes the characters are roaming through the headquarters, you should roll a D6 and refer to the Encounter Table below.

DIE ROLL	ENCOUNTER
1	Karl Offelmann
2	Kenji Saito
3	Simon Frober
4	Two guards
5	Two technicians
6	No encounter

The results of these encounters will depend on whether the characters can hide, are in disguise, can bluff their way through, or just plain surrender.

OFFELMANN

An hour after the characters are captured, they will be escorted to Room G, where Offelmann and Saito are waiting.

"We meet at last," Offelmann will say. "I hope your journey to my wonderful kingdom has not been too tiresome. Allow me to introduce myself. I am the New Uluru, the Lord of the Outback. And welcome to my palace."

If the characters met Saito as Mako Tajima, Offelmann will say, "I believe you already know Mr. Tajima." Otherwise, he will introduce the Japanese gentleman as Mako Tajima. "Please be seated. I try to make my guests as comfortable as possible, I have so few of them. It can get quite lonely here. But I rather prefer the isolation. Would you care for a drink?" Any drinks asked for will be served.

"In case there is any doubt, let me introduce myself. My name is Karl Offelmann. Oskar Offelmann was my father. And this man," pointing to Tajima, "is Kenji Saito."

"I've been following your progress ever since you left England, all very commendable. Because of your interference in my affairs I have had to close down my retail outlet in London. (Insert any other damage the characters have done to Offelmann's organization.) I must admit you are clever and I admire your perseverance, but I cannot allow you to jeopardize my plans any longer. But, I suppose you have earned the right to know what you are dying for. It might even make it less painful."

If the characters have not had a chance to look around the headquarters, Offelmann will give them a tour while relating the story of what happened to his parents and himself. He will have armed guards along. This tour will give the characters a chance to learn the layout of the headquarters and the different pieces of equipment. The tour will terminate in the Communications Room (C) or, if no tour is necessary, Offelmann will take the characters directly there. The guards will stay just out of Hand-to-Hand Combat range.

"I suppose your wondering how I managed to get your man to steal the formula for me. It has to do with what I call the Eardrum, a small electronic microchip receiver. After suitably conditioning your man, I inserted one of these. (Explain to the players how the Eardrum functions.) When I wanted him to carry out his instructions, I merely sent a signal activating him." If the characters have not had a chance to look around the room, Offelmann will explain the various pieces of equipment. Use the description of the room, above, as a guideline.

"Which brings us to the file I had your man steal. One of the warfare scenarios Saito and my father developed during the war involved cloud seeding to produce

a potent acid rain. They called it "Fire and Brimstone." You may also know that there are certain countries that are harboring Nazi fugitives: the United States, Paraguay, Syria, among others. I am going to punish these countries for helping that vermin.

"I will call down 'Fire and Brimstone' on these countries until they give up these fugitives. When my seeding agent is sprayed into rain clouds over the major cities in these countries, the acid rain will cause second-degree burns on skin, wooden buildings will catch fire, steel and concrete will become irreparably corroded and pitted." With that, Offelmann will grin, very pleased with himself.

At this moment, Simon Frober will enter the Lab, and Offelmann will introduce him. "Of course we must test the spray. For that I have chosen the city of Darwin. On December 9, Darwin will become a warning to the world. If it is successful, I will send out a signal to all the

people in my Down Under Shops, and they will commence spraying in their areas."

Offelmann will motion to the characters to sit down. "I'll give you a sporting chance. Have you ever heard of a Walkabout. It is an ancient Aboriginal rite to test manhood. A young man ventures deep into the Outback, surviving on only his wits and his stamina. They need only survive the heat, the snakes, the wild dogs, and the blistering summer heat. Is it any wonder that a sojourn into the Outback is called going Back of Beyond. There are few ways back.

With that, Saito will administer injections into the arms of the characters. If they resist, the guards will shoot to wound. Two minutes after being injected, the characters will be asleep. During the two hours they are asleep, they will be flown deep into the Petermann Ranges Aboriginal Land. Lake Amadeus, which lies between Ayers Rock and the characters, is dry.

G. The Walkabout

The characters, dropped without provisions into the Outback, will have to make their way back to civilization. Their survival will depend on their ingenuity along with their equipment. Once they make it back to civilization, they will have to thwart Offelmann's plans for Darwin.

MISSION SHEETS

Microfilm Maps: (Mission Sheet V) Hand the entire sheet to the players when their characters use their shoe escape kits.

THE TREE

Depending on what time they were given the hypodermic, the characters will awake to either a blazing day or a chilling night. They are tied by the wrists to a limb of a tree, their feet dangling two feet from the ground. On the ground below is a recently killed kangaroo, obviously set to attract carnivores.

To get down from the tree, the characters will have to jackknife their bodies to bring their feet up to their hands and get the plastic dagger out of the shoe. This will take two DEX rolls; one to get their feet up and the other to get out the dagger. The second roll must be a Quality Rating of three or better to get the dagger. On a Quality Rating of 4, the characters could not hold their legs up long enough and must start over.

On a Failure, they dropped the dagger.

If it takes more than three sets of DEX rolls, the characters will still be hanging on the tree when the pack of dingoes (wild dogs) arrive. The dingoes, attracted by the kangaroo carcass, will also attack the characters.

STR: 9 WIL: 9 PER: 10

HAND-TO-HAND COMBAT PRIMARY CHANCE: 18

HAND-TO-HAND DAMAGE CLASS: C

SPEED: 3

Despite their Speed, the dingoes can only make one

attack per round. The dingoes can jump four feet in the air trying to attack the characters.

Once free, the characters can use the flint in the first aid kit to light the flammable shoe lace. They can then break off a branch to use as a torch. Using this torch to keep the dingoes at bay, the characters can move away from the tree. The dingoes will stay with the kangaroo carcass.

THE WALKABOUT

By using the microfilm maps in the shoe escape kit, and making a Piloting or Boating skill roll, the characters should be able to pinpoint their location and pick the right direction to walk back to civilization. (Hand the players the sheet representing the microfilm maps.) Such a hike through the Outback is called a "walkabout." Only characters who drove out to the Aborigine village, or pinpointed it on a map previously can walk to Offelmann's headquarters. Any character who makes the above rolls, can walk to Ayers Rock.

It will take 36 hours to walk to either destination, plus time for rest and hunting for food and water, for the characters to walk back to Ayers Rock. Because of the sweltering heat or bitter cold, any character who continues walking beyond their Stamina range suffers a -5 Ease Factor modifier to all rolls.

The chart on page 31, is broken down into two hours segments and indicates what rolls are made by each character during that time. During rest times, there are no encounters. There are four types of rolls.

Endurance: The Primary Chance for the Endurance roll is $(STR + WIL)/2$. The ease factor for the roll is given in the chart. Should a character Fail an Endurance roll, he must immediately find water and rest for two hours. If the characters do not have their shoe survival kits, the absences of those items gives a -1 Ease Factor modifier to the Endurance roll.

Water: Characters will need to make Science rolls (–2 Ease Factor modifier) to locate water and retrieve it. Water is usually found in roots (mallee, needlebush and wattle) and the trunks of trees (“kurrajong,” “goldfields water” and Bottle trees). On a Quality Rating of 1 or 2, the character has found enough water for two people. The characters need to find water every eight hours or suffer a –1 Ease Factor modifier for every extra two hours on any roll they make.

Food: To find food also takes Science rolls (–1 Ease Factor modifier). Many roots are edible. Also, the characters may be able to catch some of the local wildlife (see **Animals**, below). The characters will have to find food every 12 hours or suffer a cumulative –1 Ease Factor modifier as described under **Water**. If a character goes for 22 hours without food, he must make an Endurance roll (–2 Ease Factor modifier) or he will collapse and die unless he gets help. On a Quality Rating of 2 or 1, the character has found enough food for two people.

Animals: Whenever an Animal roll is called for, roll a D10 and refer to the following descriptions:

- 1: About six male and female kangaroos will inspect the characters from a safe distance. Should the characters approach the animals, they will hop away.
- 2: Two possums are busy picking up nectar from a desert flower. On a successful Science roll, the characters will realize the flower is edible and can be used as food. Possums only come out at night, so during the day treat this as “No Encounter”.

- 3: A spiny anteater, harmless to the characters, is busy scooping up ants with its incredibly long tongue.
- 4: A pack of dingoes will investigate the characters and trot off.
- 5: A herd of brumbies (wild horses) are grazing on bushes. These wild horses will run away if approached.
- 6: A lizard is sunbathing on a rock. The lizard can provide enough food for two characters. The characters can catch the lizard on a DEX roll (–1 Ease Factor modifier).
- 7, 8: Taipan (7), Death Adder (8). These deadly snakes carry neurotoxins, which cause death in a few hours. Any character with a Fear of Snakes must make a WIL roll (–2 Ease Factor modifier) to keep from panicking. A snake has a 50% chance of biting a panic-stricken character. A snake only has a 20% chance of biting a calm character. Should a character be bitten, you should make a STR roll for him. Use the following results:

QR 1: Recovery complete in 72 hours (96 hours for taipan)

QR 2: Recovery complete in one week (ten days for taipan)

QR 3: Death in 24 hours (18 hours for taipan)

QR 4: Death in 12 hours (8 hours for taipan)

Failure: Death in 6 hours (4 for taipan)

Antivenins administered in time will prevent death, in which case recovery will take one week. Until recovered, the victim suffers the equivalent of a Light Wound. The snake bite device in the first aid kit will help the characters if they are bitten (see description of this item in PART I: Q Branch Equipment).

9, 10: No encounter

Ayers Rock can be seen in the distance once the characters have walked for 23 hours. Once the characters reach Ayers Rock, they will need to rest another four hours before continuing the mission.

Walkabout Chart

HOUR	Endurance	Food	Water	Animals	HOUR	Endurance	Food	Water	Animals
1 - 2					19 - 20	EF 5			
3 - 4	EF 9				21 - 22				
5 - 6					23 - 24	EF 4			
7 - 8	EF 8				25 - 26				
9 - 10					27 - 28	EF 3			
11 - 12	EF 7				29 - 30				
13 - 14					31 - 32	EF 2			
15 - 16	EF 6				33 - 34				
17 - 18					35 - 36	EF 1			

For each pair of hours the characters spend walking, make the rolls indicated by the colored boxes. There are no rolls made when the characters are resting.



THWARTING OFFELMANN'S PLANS

If characters get back to the Outback headquarters, they can stop stop Operation "Fire and Brimstone" by destroying the computer before December 10 when the spraying order will be transmitted. They should, though, get the names and addresses of the Eardrum people out of the computer before destroying it.

Saito will be encountered in the Lab, working on experiments. He will run away at the first sign of trouble. If he's cornered or in danger, he will use his Luger Parabellum. Offelmann and two guards will be in the Communications Room. He and the guards will not hesitate to fire. If Offelmann and/or Saito can escape, they will head for the freight elevator. The freight elevator takes eight Action Rounds to go from the Bottom Level to the Surface. They will attempt to leave in any available jeep or airplane.

Felicity, who by now has the Eardrum, will attempt to shoot the characters if she is given a gun. Any character who has successfully Seduced Felicity can Persuade her not to shoot with a Quality Rating of 3 or better.

If Simon Frober has not taken off for Darwin, he and a guard will attempt to take off immediately to carry out the test. If Frober gets away, the characters can chase him in the other Cessna Cutlass RG. The guard has his Assault rifle and Frober's Magnum, the characters will have whatever weapons they have carried onto the plane. The Attributes for the Cessna are:



PM	RED	CRUS	MAX	RGE	FCE	STR
0	5	100	160	600	1	3

A single Force Maneuver will not cause a Cessna to land automatically. It will take at least five such maneuvers, in succession to bring down the plane. Each Force must be done so as to not cause a mishap.

In addition to all the standard Maneuvers described in the Chase section of the *James Bond 007 Basic Game* book, the characters can try to board Frober's plane. To do this a character will have to prepare in a previous round by getting out on a wing strut of the Cessna. When the range is Close, the character can transfer from one plane to another by making an Evasion roll. You should determine how long it will take the characters to make it to the door based on this roll.

It will take nine hours to fly from the headquarters to Darwin, with a refueling stop at Wyndham, so the characters should have ample opportunities to fly after and catch up to Frober.

YOU ONLY LIVE TWICE II

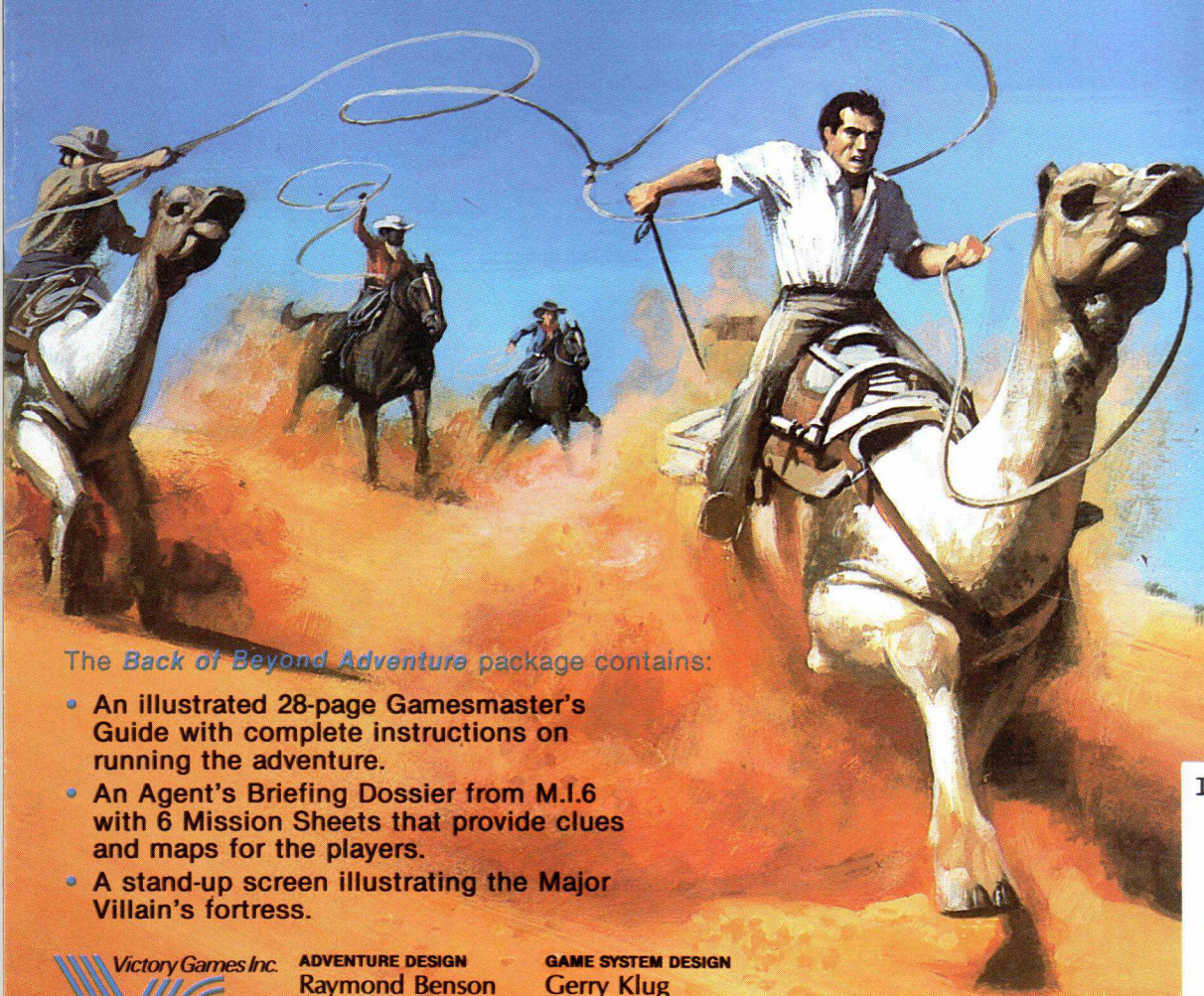
BACK OF BEYOND

Past horrors . . . present death!

BRIEFING: Q lab security has been breached! In the chill of pre-dawn London, a top secret file was stolen from Q Branch despite the tight security of M.I.6 headquarters. The files, containing chemical warfare secrets from Nazi Germany, were passed on before the thief was arrested. The culprit—one of the most trusted and loyal Q Branch technicians! Why has he turned against Queen and country? Who wields such power that he can force a loyal Briton to turn traitor? What havoc does he threaten to wreak with the stolen information?

MISSION: You must find and plug the security breach, and retrieve the missing file. Your search takes you from the cold death of a wintry London to the merciless desolation of the Australian Outback. Along this treacherous route you must survive remote controlled death, perilous beauties, and the killing ferocity of nature. Can you come from Back of Beyond?

You Only Live Twice II is an original adventure that can be played alone or as a sequel to the *You Only Live Twice* Adventure Module.



The *Back of Beyond Adventure* package contains:

- An illustrated 28-page Gamesmaster's Guide with complete instructions on running the adventure.
- An Agent's Briefing Dossier from M.I.6 with 6 Mission Sheets that provide clues and maps for the players.
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YOU ONLY LIVE TWICE II

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