



# GHOST WHISPERER

An adventure for Victory Games™ roleplaying game James Bond 007™



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An adventure for Victory Games™ James Bond 007™ roleplaying game.  
The adventure is suitable for two or three rookie characters.

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<http://www.wikimedia.org/>  
<http://www.daz3D.com>  
<http://www.renderosity.com>  
<http://www.ontarget3d.com>

Software used:

Pages  
OmniGraffle  
FilterForge 3  
Graphic Converter  
DAZ Studio 4.5  
Hexagon  
Vue 11 Complete  
Cheetah3D 6

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## Design notes

*Although technology has made leaps during the almost 30 years since the roleplaying game James Bond 007 from Victory Games was released, I've tried to keep the game closer to the original game than totally embracing the new. This is on purpose, as a hand out with a dossier with attached photos is much more James Bond and much more rewarding to the players than receiving a email on the qPhone. Also, of the characters asks, M, or anyone else in the organisation will just say "There are still no Trojans for the dossier on paper that can snatch secret information".*

If you as a GM feel this breaks your high tech view of James Bond, feel free to change those parts and let the characters receive orders and information on encrypted e-mails.

## The Plot - for GM

Ernst Stavro Blofeldt left two things when he passed away, a fortune and an heir to the throne of his criminal empire. His only son, Karl Ernst Blofeldt grew up with a secret identity and recently took the role of the successful businessmen and inventor Karl Ernst Oleumann. He created a long, detailed and prosperous history for his new personality, internet is very helpful when it comes to create or change someones life.

He is now running a double scam that his father would have been proud of, getting control of most of the worlds oil companies by an inverted pump and dump operation, first dumping the share prices to take control of them, then reveal everything as a scam, making the shares skyrocket again.

The businessman and inventor, Karl Ernst Oleumann and his company **Infinitum Technologies** has invited a small group of investors, raw material traders, oil companies and government officials to witness the results of his life long dedication to research and science.

The scam is two fold, and to make it believable Infinitum Technologies has bought an old refinery in Chile, where they have constructed the fake recycling plant. They have also bought the rights and an old oil rig outside Chile in the Pacific Ocean, and have installed a pipeline from the rig to the plant, as the recycling requires 10% real oil.

Tankers from Left & Bold dock at the rig, not filling up, but pumping in oil into the pipeline. The oil that will be the result of this almost magic recycling. The recycled garbage is then pumped through another inner tube in the pipeline and into the old drilling hole or released into the sea again.

In the waters between the oil rig and the facility, Blofeldt has built an underwater base around a scrapped old Soviet Union atomic submarine. The only intact part from the sub is the nuclear reactor, which powers the base.

From the base he can stream his information via satellites and the internet, and no one can find him until he is has control of all the oil in the world. Then, the world will pay him, pay him dearly.

## Adventure background

The adventure starts on September 5, 2012. The characters has been on a routine assignment following a British trade delegation in Tanzania, in Dar es-Salaam. Even though Dodoma is now capitol of Tanzania, many governmental institutions are still located in Dar es-Salaam, among then the ministry of trade.

The characters have been here for three days reinforcing the understaffed local station house. There is much information to handle and dispatches to read through as this trade meeting is about sealing bilateral deals, figuring out what the competition is negotiating about and counter that. Great Britain is here with representatives from British Petroleum to extend the deal where BP export oil to Tanzania in return Britain will import raw materials, foremost cloth and agricultural products.

The characters don't really like the idea of being errand boys for politicians and corporate leaders, but they know that M.I.6 usually has to do such things too.

Meanwhile, groups of tourists visits the areas around Lake Victoria to see this amazing nature and try to spot some of the great wildlife of Africa. In one of these groups are a newly wed couple, Amelia and Jack Thompson. Amelia is the daughter of Lord Timothy Howard and his wife Theresa Howard. One of the many rebel groups that rove these wilderness around the Tanzanian - Ugandan border raided a nightly lodging and kidnapped four of the tourists, among them The Thompson couple. As Lord Timothy Howard happens to be on the Civil Service Commission Board, and more directly responsible for M.I.5 and M.I.6, he contacted M directly when he was informed about the incident and M knows who you kneel to so she made a rescue operation for the M.I.6, but with James Bond and two other 00s away and no one else within a reasonable distance, she remembered the group that was lent to the Ministry of Trade to help out in Tanzania with the trade negotiations and decided that would be the best shot. Better act quick then wait for a better chance that might not come.

The rebels have brought their prisoners back to an abandoned mining facility where they now are hiding and waiting to contact their leader about their catch, and let him decide the ransom to demand. They are not very alert and some of them have been chewing Khat all day and are feeling a little dizzy. They are heavily armed though with both automatic rifles and machine guns, but they lack night vision.

## Teaser

When the characters arrive back to the station house at about eight p.m. after a long day where they have tried to eavesdrop communications of the delegation of an oil company from Bulgaria, Left & Bold Oil and it's head quarter in Burgas, they are all shown into the special secure briefing room. When all the characters has arrived, the room-secure light is lit and all cellphone and other wireless communications drops dead. A secretary hands out a dossier to each of the characters, and M appears on the big screen on the wall, together with two unfamiliar faces.

M begins to speak:

*– You might know Lord Timothy Howard, Member of Parliament, and his wife Theresa Howard. Lord Howard is on the Civil Service Commission Board and indirectly the head of M.I.5 and M.I.6.*

*– Their daughter, Amelia Howard, now Amelia Thompson, is with her husband on a honeymoon in a mixed group of tourists in Northern Tanzania around Lake Viktoria, on a wilderness safari.*

*– We were informed yesterday that four tourists in the group have been kidnapped by what is suspected to be the rebel group Hands of God. Among the kidnapped tourists are Amelia Thompson, and her husband Jack Thompson. They were missing in the morning when the group lodged at on of the many tourist lodges around the lake. Two other member of the tourist group are also missing Brian and Jenni Visser, from The Netherlands.*

M take a sip from a glass that looks like brandy, then her cellular phone rings.

*– No. I said no! Can you for once listen to your superior officer, I just said no! I call you back in two minutes and you better take that call if you want to keep your job.*

M hangs up her cellular phone.

*– I'm so sorry about that. 007 is out on a very secret mission and in deep water too if you ask me.*

*– Let me continue, as Lord Howard has good connections with both M.I.5 and M.I.6, he successfully persuaded his daughter to insert a micro homing beacon into a small piercing she wears.*

– Your mission is clear and simple, you will locate and rescue the Thompson couple and bring them back to safety without harm. If you can and if it doesn't jeopardise the operation, bring the Visser couple too, but only if you can guarantee the safety of Amelia and Jack Thompson by doing so.

– Avoid unnecessary violence, remember that you are in a foreign Territory.

– All details are in the dossier before you. You leave from the Julius Nyerere International Airport in 45 minutes. Now I need to call 007, good luck and do be careful.

Handouts:

**OB-TZN-001, 002**

**Teaser equipment list.**

### The flight

The flight from the Julius Nyerere international airport to Bukoba airport takes 65 minutes with a private jet. In the jet are several large canvas bags. They hold:

- One H&K MP5-k each
- One Walter-P99 each
- Two G60 Flash Bangs each
- One combat fatigue each

They land at Bukoba airport at 10 p.m. sharp. A Blackhawk helicopter from the Tanzanian army waits at the tarmac with its engine running, ready to pick up the characters. A crew member, a Lieutenant, hands over three things to the characters:

- The radio
- Two red smoke canisters
- The instructions

After about 20 minutes in the air, the helicopter stops to hover and a rope is tossed out and the Tanzanian Lieutenant tells them to go.

To slide down the rope without losing any equipment or getting hurt, a successful **Evasion EF 5** or **Mountaineering EF 8** is required. A failure will call for a safety roll at **Evasion EF 6**. If the safety roll is clear, the character only dropped his H&K MP-5k and smashed it into a rock below, bending the pipe and rendering it useless. If the safety roll failed, the character fell himself taking a **MW** of pain slamming into the hard soil.

When the last character almost hit the ground the helicopter lifts off and disappears in the night.

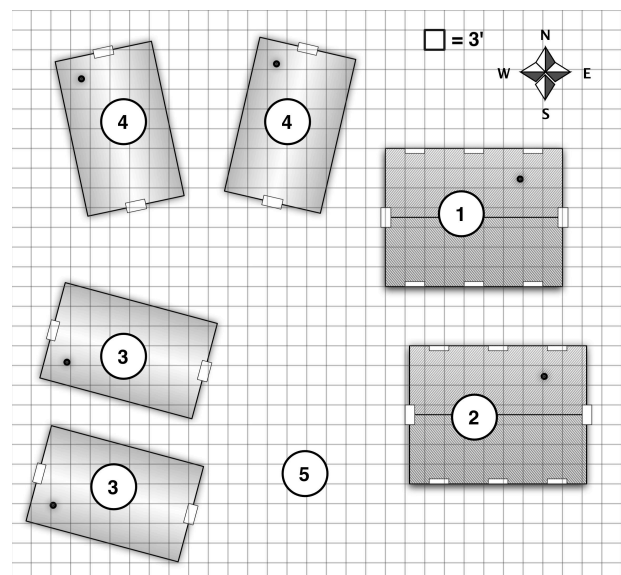
### On the ground

The beacon is correctly shown on the qPhone over a 3D topographical satellite map over the surroundings. The characters also realise they are about 1 mile into Ugandan territory.

According to the map that is based on a satellite pass over the area about 48 hours ago, the beacon is in a mining facility not more than 2 miles to the North.

Walking there will take about an hour in this unknown wilderness terrain with the darkness. **Evasion EF 5** is needed to not get stuck and getting lost in the jungle. If the **Evasion EF 5** fails, the route takes another 30 minutes.

The buildings are all rusted corrugated sheet buildings, four half cylinder storage buildings and two larger buildings with windows. All curtains are closed.



Map description:

- (1) This is where the prisoners are kept, together with two guards.
- (2) This is where the leader and four men are playing cards over a bottle of vodka.
- (3) Old storage facilities, nothing of interest here.
- (4) Storage of weapons, ammo and food. One guard is located outside each building on the northern side.
- (5) Two guards are standing here smoking cigarettes.

## Hands of God Cell Leader

**STR:** 6 **DEX:** 6 (8) **WIL:** 5 (3) **PER:** 6 **INT:** 6 (3)  
Stats in parentheses are the original without Khat and alcohol in the bloodstream.

### SKILLS (SKILL LEVEL / PRIMARY CHANCE)

Charisma ( 3 / 13 ), Driving ( 3 / 9 ),  
Evasion ( 5 / 11 ), Fire Combat ( 5 / 11 ),  
Hand-to-hand Combat ( 2 / 8 ), Interrogation ( 3 / 9 ),  
Stealth ( 5 / 10 )

### ABILITIES: First Aid

HEIGHT: 5'8"	SPEED: 2
WEIGHT: 212 lbs	HTH-DAMAGE CLASS: A
AGE: 42	STAMINA: 20 hours
APPEARANCE: Plain	RUN/SWIN: 10 minutes
FAME POINTS: 11	CARRYING: 101-150 lbs
Survival Points: 1	

Weapons:

### Scorpion VZ 61

**PM:** +1 **S/R:** 5 **AMMO:** 10 **DC:** H  
**Close:** 0-8 **Long:** 13-20 **Con:** 0 **Jam:** 98-99  
**Draw:** -1 **RL:** 2

## Hands of God Guards (10)

Stats in parentheses are the original without Khat and alcohol in the bloodstream.

**STR:** 4 **DEX:** 3 (5) **WIL:** 4 (2) **PER:** 3 **INT:** 2(4)

Driving ( 4 / 7 ), Evasion ( 3 / 6 ), Fire Combat ( 3 / 6 ),  
Hand-to-hand Combat ( 4 / 8 )

Hand-to-Hand Damage: A                      Speed: 0

Weapons:

### Scorpion VZ 61

**PM:** +1 **S/R:** 5 **AMMO:** 10 **DC:** H  
**Close:** 0-8 **Long:** 13-20 **Con:** 0 **Jam:** 98-99  
**Draw:** -1 **RL:** 2

## GM Note

The characters will need to use stealth and remember that there is a **PM -3** for the night with all firearms for the guerilla men as long as the target is in darkness.

## Aftermath

The hostages are in good shape but all are light wounded so they will not move at the speed of unwounded characters. To move back is easier as they have passed that route already, so they will just need an **Evasion EF 6** to stay on track. When they approaches a landing spot, and signals for the helicopter, they will hear gunfire in the far distance.

When the helicopter arrives and the red smoke grenade is tossed, the sound of approaching enemies becomes stronger, and the gunner at the helicopter strafe the jungle behind the characters as they run for the ride.

Everyone, including the hostages, needs an **Evasion EF 6** to not trip and fall, the hostages are rolled by GM and they all have an **Evasion PC** of **2**, making this a tough run. A character can lower his ease factor by one to add three to the ease factor of a hostage.

If someone fails two times in a row, that person will be hit by a shot, **QR 4** and **Damage Class H**.

When the characters finally arrive back in Bukoba, the characters and the hostages are quickly escorted to a private jet parked at the runway with the engines running. When the characters and the hostages are all onboard, the plane rushes out on the runway and takes off. The flight goes back to Dar es-Salaam. On board, a medical team will look over each of the characters and the hostages, and the characters got civilian clothes to change to, and the plane has a shower for freshening up.

When they arrives in Dar es-Salaam, the group is met by members of the British delegation and a British Airways Boing 767 has been chartered to bring the hostages and the characters back to Britain. The characters will fly in the business class while the hostages will be seated and treated in the first class, behind a curtain, mostly to let them forget the faces of their savers.

When the characters finally set foot on British ground again at 02:45 the following day, they all get a message from M saying: "*De te fig 07:30 bapny of tie*".

## Debriefing, Ms office 07:30

When the characters arrives at Ms office, miss moneypenny hasn't arrived to her desk yet, but 07.30 sharp, they hear Ms unmistakable voice on miss Moneypenny's intercom:

*Come on in, I've got a busy day today.*

### GM Note

Depending on how well the mission went, M will be reasonable critical to the characters performance. She will ask about details, and pick on anything that did not go smooth enough. Just run this to make them a little less confident.

After the debriefing, M hands over a dossier to the characters, and began to speak.

*This is a mission that I rather would have handed to more experienced agents than you, but with the present budget restrains and all the overtime caused by the Olympic Summer Games, you are the lucky ones.*

*A company, unknown to M.I.6 and according to the International liaisons officer, unknown to both C.I.A and the S.D.E.C.E as well, has invited several high ranked politicians and business profiles from all over the world to a demonstration of some sort.*

*We have learned that Rolls Royce will be there and were asked to bring their twin jet engine test rig, and so is BMW with two cars and other companies as well.*

*We suspect this has something to do with fuel or oil, and that can have an impact on the economy for this country, specially for British Petroleum. Your recent involvement with the trade negotiations have hopefully taught you some of the jargon used on the international raw materials market, which might come handy. That was the primary reason I picked you for this job, don't disappoint me.*

M folds her dossier and stands up:

*Now head down to the Q-branch and see what Q might have. He has been briefed about your mission, without any details, so he is up to speed on what you are supposed to do.*

When the characters leaves, M called Miss Moneypenny on the intercom.

*Moneypenny, have you contacted 007 yet? This is beginning to be very annoying. Can you please hurry up and find him, he's just ignoring my calls.*

## The Q-Branch

At the Q-Branch, everything is very different from the normal buzz. Everything is calm, and Q meets the characters explaining:

*After the Olympic Summer Games, everyone had so much overtime that we had to send everyone home as the budget just wouldn't let us have them here working unless an emergency occurred. You don't happen to have a request do you? Just a little one? Life gets so boring when things are this quiet around here. Pay attention now, this is an item we have refined from a previous device issued to 007. It's a rather small platinum signet ring. By putting your thumb here and press hard for 3 seconds, a small laser beam will emit from the ring, powerful enough to cut through ropes and one inch wood. The ring has enough power for a 5 second operation. You have two of those, and I expect a full written performance report this time, not just a sloppy note on the back of a bar receipt.*

Q reaches out and opens a drawer and picks up a small box.

*Here is another recent item that never got to be field tested during the Olympic Summer Games. It looks like plain cuff links, but if you twist it like this, it has a small video camera that can film in HD quality, in low light conditions up to 30 minutes. The video is then downloaded to your qPhone just by placing the cufflink on the qPhone. It comes with a matching one without those special features, so keep in mind which one our place on your left and right shirt cuff.*

*That's all I could offer unless you have some special requests, or do you need to resupply on standard issued equipment?*



## Castello Can Amorina - Italy

The castle is located on a beautiful hillside, and close to a private airfield, where several expensive private jets are parked.

Inside the castle on the northern wall of the main court is a huge video screen showing the logo of Infinitum Technologies. There are much people here, Americans, Europeans and many Arabs from the OPEC countries as well. The service staff seems to be endless, waitresses everywhere serving champagne and canapés. After about 30 minutes the large gate is closed and a voice in the speakers calls for everyone's attention as the presentation will begin in two minutes. The lights are dimmed and the video screen goes black. Now the presentation begins. It is narrated by the voice that called for attention, the voice of an elder man with a diffuse and hard to identify accent. **Local Customs EF 3, QR 2** or better to say it is eastern European with a touch of German, **QR 4** or better to say its probably European.

It speaks about how a small idea has come to life, and that every great breakthrough in human history have started as an idea in the head of someone stubborn enough to go through with it.

The video screen shows the gigantic waste islands in the Pacific Ocean, as large as the United States, and the narrator says that that waste island could supply the world with 2 billion barrels of oil using the cutting edge technologies developed by Infinitum Technologies. We are building a facility at a secret location where we plan to make over one million barrels of oil per year when we reach full production. There is a huge audible sign from the audience.

After the presentation that lasts for about 30 minutes, the voice tells everyone to exit through the large gate at the left and follow the lit pathway down to the private airstrip, where demonstrations are being prepared.

All visitors are guided to a large grand stand along the right side of the runway. Seats are numbered with the ticket numbers. The narrator says:  
—*"Remember, no photography or videorecording is permitted. All cellular communications will now be shut down."*

First out is BMW, who has two standard BMW X5 series SUVs. One is fuelled with ordinary high octane gasoline, the other with gasoline manufactured by Infinitum Technologies from waste. No one knows which car was fuelled from which source. The two test drivers now drive up and down the landing strip a few times, changes cars and drives up and down a few times again.

Now a host, not the narrator, asks the two drivers of they could say which car was fuelled with which fuel, and both of them says that both cars felt as they should.

The test continues with cars from Volkswagen, Renault and Ford with the same result.

Now, the audience are offered to go onto the tarmac and ask questions to the drivers and to have a drink, while the next demonstration is being prepared. This is an opportunity to for the characters to nick a sample of the gasoline if they want. **Stealth EF 5** or **Evasion EF 5** to get a sample from each tank and disappear into the crowd again.

Now after this fifteen minute break, everyone is called back to their seats and a large trailer is rolled onto the stage. Big letters on the trailer says it belongs to Rolls Royce Aviation Technology Group. The trailer is uncovered and on it are two jet engines.

One is fuelled with traditional oil based jet fuel, the other one with fuel by Infinitum Technologies.

The engines roar and after a five minute test run, they are shut down, and the silence is deafening. Now the host asks of they could measure any performance differences between the two engines, and the technicians from Rolls Royce show figures on a large display that are equal with a deviation of just fractions of a percentage, which is within the fault tolerance of being equal.

The presentation ends, and a helicopter fly high above and from the speakers is heard a last reminder about the NDA and that anyone leaking information before the official release will be liable to the \$100,000,000 fee. A **Perception ER 3** to see the registration of the helicopter, **LZ-LAB**.

Now everyone is asked to go back to the castle for some refreshments. When everyone is back at the castle, the narrators voice is once again heard, saying:

—*"Welcome back dear gusts, the Infinitum Oil will sell at about 50% per barrel of ordinary oil, keep that in mind. I hope you enjoyed watching the demonstration."*

**Perception EF 5** to see that several people are already using their phones and pads to communicate with their offices and many shows very pale faces. The fear among the oil companies is very real.

## Ending the party

After a large buffet with more champagne, lobster, Iranian caviar and smoked reindeer, the large gate that lead out opens and the party is over at about 11 pm. The guests are now free to roam and mingle, but there are not a single person representing the company Infinitum Technology here, just staff from the catering company and security guards.

## Sneaking around

Now might be a good time to sneak around, or look for the bathroom, as the general excuse usually is. If any of the characters decides to sneak away to investigate, they might do that while going to the restrooms, which are located inside the main castle building.

Behind the door with the sign saying restrooms is a 15 meter long corridor with two crossing corridors. The crossing corridors are sealed off with a chain and a sign saying "Staff only".

Staff personnel is in the corridor pointing in the directing of the restrooms. The restrooms are located at the end if the corridor. A **Stealth EF 4** is required to get away unnoticed.

If a characters slip away, he or she can look around. There is not much here as the castle is not owned by IT or Left & Bold, but a successful **Perception EF 5** will reveal a business card in a trash bin, the card by K.E. Oleumann with a phone number on the back.

## Checking information

### The helicopter

If the helicopter is checked up with HQ, LZ stands for Bulgaria, and the vehicle LZ-LAB is registered to the Bulgarian company Left & Bold Oil.

### Left & Bold Oil

According to the company registry, Left & Bold Oil is a fairly new Bulgarian Oil company owned by a worker union in Bulgaria. The company's CEO is Nadia Petkova, also head of the local labour union section of Rabotnik, the huge labour union in eastern Europe. Dossier **LB-K1E-001** will be sent to the characters.

### Petrol samples

If the characters successfully took samples of the petrol used in the demonstrations, they can send that back home to Q via special delivery from a Station House to have it analysed. The analysis will take about a day and will show that the two samples are chemically identical, but also that they both comes from the same oil source as they both have the same contaminating particles. In short, there is

no difference at all between the two samples. Using the global oil database used to track down oil spills from tankers, it points to oil wells in the Tyulenovo area in Bulgaria.

## Tyulenovo area, Northern Bulgaria

The first oil was discovered here in 1951, and the area has many small oiling rigs spread out nearby. Two main oil companies drill here, LUKOil and Left & Bold Oil.

## Telephone number

If the characters checks the telephone number on the back of Mr. Oluemann's business card, they will find that the number goes to Metro Hotel in London. They can verify that K.E. Oleumann stayed there about two weeks ago, the stay was booked by Left & Bold oil. If they check with HQ, they will get an CCT photo delivered to them via the local station house, dossier KE-LN2-001.

## World economy

There is a slight down for oil shares on the stock markets all around the world, even more than the downward spiral following the Euro crisis and the US financial problems. The price for raw oil is also falling, but only marginal. Using **Field of Experience: Economics/Business**, the character knows how to see who is selling shares in Oil companies, and most sells are insider trades.

## GM Note

The characters will hopefully have enough information to go to Bulagaria. If they fail, HQ will tell them to go and investigate Left & Bold Oil.

## Shabla , Bulgaria

The journey here is uneventful.

## Rabotnik

If the characters ask around about who runs Left & Bold or Rabotnik, **Charisma EF 4**, the answer will be:

*—"Petkova thinks he is the only one who knows the real name of the uncle Eno. He found out that he is the one who fell, and he did not do it. He is the one who changed from communist to capitalist."*

The characters are shown a picture of uncle Eno from newspaper article a some years back when Rabotnik led a huge strike protesting against government corruption in Bulgaria.

## Left & Bold Oil

The headquarter for Left & Bold oil is located in Shabla, the largest town in the oil districts of Bulgaria. To travel to Shabla, the characters will fly to Balchik, then rent a car. Shabla is located about 25 miles north along the E87. The headquarter is located in a five story office building on Komokovska Road.



The lobby - for GM

The office building has a large lobby with a reception desk. On the desk is a list showing the different company names. Left & Bold Oil is located on the third floor. If you are not a visitor you just pull up your ID card and slide it through a card reader to the right of the elevator and the elevator will open. There is only one elevator. You will also need your card to activate the elevator.

If you are a visitor, you will need to be picked up by your host, or some companies allow you to use your visitor badge that has a bar code to start the elevator. The reception is staffed by a tough looking security guard.

The companies listed on the wall are:

Floor	Company
1	Anatov Aviation Technologies
2	BulGas
4	Data Safe
5	Filipov & Gavrilov Real Estate
2	Health Care Assistance
3	KoolTech
3	Left & Bold Oil
5	Mammoth Development
4	Opus Industries
2	QuanTech
5	Romanov & Son
1	Tritech Computer Software
1	Zenith Energy Group

## Paying a visit

- If the characters decide to visit the Left & Bold office at daytime, they will need a good and well worked cover, which can be provided by the station house in Bucharest, as long as they get a 24 hours heads up. With the cover there is an **EF +3** bonus to the **Disguise** check. If they don't have a feasible cover, they will not be let in. Left & Bold Oil will not accept visitors without a booked appointment. To successfully book an appointment a **Disguise EF 4** is required. An appointment will make a possibility to snoop around, see below.

- Using **Field of Experience: Computers** to prepare some USB memory sticks with a root kit to drop on the parking lot, then wait until someone plugs them in, and then create a booked visit. Preparation time is about 24 hours.

- Look outside for thrown away visitor badges using **Perception EF 5**, then use **Disguise EF 4** to look like the person on the photo on the badge, or create a fake badge. A fake badge can be created with a standard lap top and a printer.

- Use **Seduction** to seduce one of the secretaries working for one of the other companies in the building. For secretary names, roll on the *Be Ńu FoI* name table below. This will take a night to accomplish.

- Just pretend to search for your card at the card reader and someone will most probably, **Disguise EF 5**, open the elevator and ask what level you want to exit on, and what company you work for.

- Book a dinner meeting for two with Nadia Petkova via her secretary Polka Velatova at a fancy restaurant. She is weak to bribes and flatter.

- If the characters decide to pay a visit to the office on non office hours, there are a few ways to get inside the building. Virtual 3D blueprints can be obtained from HQ, but it will take up to 24 hours to get them downloaded to the qPhone. An **Evasion EF 4** and a **Stealth EF 4** is required to climb up and enter the building through the roof ventilation shafts.

## GM Note

A **Local Customs EF 5** is required to make any interactions successful while using **Disguise** in Bulgaria.

## Beautiful foil name table - Shabla

Roll once for the first and once for the last name.

Roll	First name	Last name
1	Anna	Dimona
2	Lala	Geogieva
3	Mirela	Kirilova
4	Rosa	Lukanova
5	Svetlana	Petrova
6	Yana	Todorova

## The Left & Bold Office

During day time, there are only a few people working here, a receptionist and secretary, Polka Velatova and an office assistant, Anna-Maria Grychenko. The CEO, Nadia Petkova is only at the office for meetings with clients and for meetings the board. She is fully occupied with her workers union assignments otherwise. If a meeting is booked by the characters, she will be at the office for the meeting.

## GM Note on Nadia Petkova

Nadia Petkova is just a good looking woman in her mid thirties with a lot of skin on her nose. Her uncle took care of her as a child when her parents died during the Bulgarian revolution in November 1989, when she was only twelve years old. Her uncle was not really her uncle, but a friendly neighbour, but no one seems to care. She has always called him Uncle Eno. If the characters meet her and talk with her, below is what she will tell them.

- Her heart is with the Rabotnik labour union. The oil company is a way to make a good return on investments for the labour union pension funds.
- It was her uncle, who raised her as she was orphaned at the aged of twelve, and he helped her set up the Oil company, he helps him with everything. She calls him Uncle Eno, she don't really know his real name, he has always been uncle Eno to her.

## Snooping at the office

The characters have one way or another got access to the office and can look around. If there are other people there, at daytime, a **Stealth EF 4** is needed to not be detected snooping around. If they come without an appointment, a **Disguise EF 4** or using a matching **Fields of Experience** is needed to get in to for example check the air conditioners or computer network.

## Findings in the Left & Bold office

Alone on the wall in an empty office with the name Eno on the door hangs a large framed images of four oil barrels. A **Sixth Sense EF 6** to get a hunch that there is something about that frame.

If it is taken down, there is something written on the back of it. "*The ~~is~~ ~~sp~~ ~~die~~ ~~dy~~ ~~Le f t & B o l d~~ ~~Co l e~~ r12, 2003*".

A **Perception EF 5** to notice that there is something inside the frame, an old postcard, addressed to Blofeldt Jr.

A **Search EF 5** to find a letter of intent between Left & Bold and Antofagasta, Chile.

A **Search EF 5** to find the photo of the oil rig in Chile, outside Antofagasta.

If Nadia Petkova is shown a picture of K.E Oleumann, she will identify him as uncle Eno.

If the characters asks about him, she says that she hasn't seen him in a while but that he called her about a week ago just to check if everything was all right. He didn't say where he was, but from what he said he was someone along the pacific coast. I heard sounds in the background, pan flute music, so probably in south America.

Asking the HQ for information about Infitum Technologies and Antofagasta, Chile, will let the characters get the dossier IT-CH1-001 after one day.

## GM Note

The characters will now have enough information to go to Chile. If they haven't figured this out in 48 hours, they will get a dossier IT-CH1-001 from HQ.

## Travel to Antofagasta, Chile

The flight will go direct from London Heathrow to the Cerro Moreno international airport in Antofagasta. It's a boring and uninteresting flight.

## Antofagasta

The town is most known for being the worlds largest producer of nitrate, iodine and copper. An attempt to establish the town as an oil refinery centre in the early 2002 was a complete economical disaster, and the refinery built by *Emp ~~a~~ ~~bi~~ ~~o~~ ~~n~~ ~~a~~ ~~d~~ ~~e~~ ~~l~~ ~~P~~ ~~e~~ ~~t~~ ~~e~~ ~~o~~*, the Chile national oil company was abandoned in 2007, so was the oil drilling platform that was built in the ocean. There are several things that can be done here in Antofagasta. The main points of interest are the *h ~~i~~ ~~t~~ ~~t~~ ~~e~~ ~~c~~ ~~h~~ ~~n~~ ~~o~~ ~~l~~ ~~o~~ ~~g~~ ~~e~~ ~~s~~ ~~e~~ ~~f~~ ~~i~~ ~~e~~ ~~r~~* and the *Le f t & B o l d ~~e~~ ~~r~~ ~~a~~ ~~o~~ ~~l~~ ~~i~~ ~~g~~*.

## Left & Bold deep sea oil rig

The oil rig drilling platform is located 12 nautical miles off the coast, straight out west. There is no normal tours or boats passing the area, but there are several ways for the characters to get there, but the easiest way is it rent a fishing boat for a deep sea fishing trip. There is also a possibility to rent a helicopter, or even a small yacht, but both those alternatives will most likely tip off Inifinitum Technologies that something is afoot, and the characters will not have the possibility to see that the tanker is being emptied, not filled.

### Deep sea fishing trip

Down at the fishing port are several small fishing huts advertising *Deep sea fishing - game catch*. The boats, type of trips and prices varies, and most of the trips are booked weeks ahead.

if the characters are skilled in boating they might rent a boat without a skipper, otherwise they can go for a boat with a skipper or take the luxury package with a two day trip all inclusive with a fully staffed large boat.

### Skipper Artura Espinosa

Mr Espinosa is a smiling and handsome young man in his mid twenties. He comes from a rich family as his father owns a copper mining company. He is a bright boy and will not argue if his guests has special requests as long as they are reasonable within the line with the law. He will not do any jobs that is clearly illegal, like drug running or murder, then he will call the police with a push of a button on the control panel of the boat.

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

Boating ( 4 / 8), Diving ( 3 / 6), Driving ( 2 / 6 ), Hand-to-hand Combat ( 2 / 5 )

Hand-to-Hand Damage: A

Speed: 1

### GM Note

If the characters took the expensive tour with all inclusive, the two girls working as hosts on the boat are the two very beautiful sisters Maria and Beatriz Cortes, 21 and 23 years old.

### The fishing trip

The fishing trip is the traditional deep sea fishing, where the fishers are strapped into seats in the back of the boat with huge rods, baited with raw meat on rather large hooks. The catch usually are Silver Marlins, sharks and the occasional blue finned tuna.

It is a pleasant way to spend some time, and drinks and snacks is served all the time.

## Stakeout of the oil rig

If the characters take a look and stake out the oil rig, they will see a large tanker moored beside the rig. The tanker is deep in the water **INT EF 6** to understand that she is loaded. The ship is *The Cors* and owned and operated by Left & Bold Oil.

If the characters comes back later, they will see that the ship is still there, **PER EF 6** to see that she is now less loaded.

### GM Note

Oil is pumped from the ship into the cisterns on the platform, not the other way around. The oil is then pumped through the pipeline to the refinery plant in Antofagasta to make it look like the waste recycling is working.

### A closer look

If the characters want to take a closer look, Mr Espinosa will speak against it, as he care for his boat and his crew, and he has seen armed men on the oil rig, with machine guns and rocket launchers.

If the characters decides to try to sneak aboard the platform one way or the other, they will come aboard, only to find them self trapped and guards will surround them telling them lie down with hands over their heads. If they disobey, they will be shot with tranquillisers, **WIL EF 1** to resist the drug or fall asleep. If they don't fall asleep, they will be shot again with tranquillisers until they are all asleep. Continue with the wake up call after this incident. If they give up, they will be tranquillised anyway.

## Infinitum Technologies refinery

The refinery complex is huge, with many different buildings and several huge oil cisterns, and a large pier system with pipelines. The whole area is surrounded by either a 4 yard high concrete wall topped with barbed wire or an equally high fence. Large signs are saying that the area is prohibited to enter without a permission. Plenty of armed guards are patrolling the premises.

There is a large reception with signs saying that guided tours are leaving every hour. If the characters arrives here during daytime, there are already people in line to try to book tickets for a tour.

## Breaking in

If the characters decide to break in, they will be detected by the high tech infrared radar monitoring systems and guards will surround them telling them lie down with hands over their heads. If they disobey, they will be shot with tranquilisers, **WIL EF 1** to resist the drug or fall asleep. If they don't fall asleep, they will be shot again with tranquilisers until they are all asleep. Continue with the wakeup call after this incident. If they give up, they will be tranquillised anyway.

## GM Note

If the characters haven't checked out the deep sea oil rig yet, there are no tours today due to work in the plant, so the characters are asked to come back tomorrow.

If the characters needs a "go to B" kick, let a young boy hand them the "Fbi/Flo" in the streets.

## Taking the tour

The tour has a small fee of \$20, and the next tour will leave in 45 minutes. The tour is very interesting, and the group is all time surrounded by several guards wearing uniforms saying security. The chance to slip away unseen is close to none. Anyone trying will be politely herded into the group again.

Along with the characters the group also have three Japanese, two Chinese and three American visitors.

First they will see a conveyor belt filled with all kinds of trash, where the metal, glass and other materials are separated from the plastic. The guide explains that other non organic based materials from the waste can destroy the refining process. Then they move on to another machine that chops the plastic waste into very small pieces with the size of peas. The guide explains that this is the first step in the reversing process.

The next step in the process is a huge grinder that grinds the pea size fragments into a fine flour. The whole process is behind huge plexiglass windows. The guide explains that the plastic flour would clog your lungs in no time at all. One hour in that room would be like smoking 3 packets of non filter cigarettes for fifty years-

Anyone with **Field of Experience: Chemistry** can roll an **INT EF 3** to realise that there is something not being said at the tour. Most information given is common knowledge for anyone with some education in chemistry but some vital processes are missing, some things are either hidden as they are secret, or just missing, which makes the whole thing look like a multi billion dollar scam.

## The trap

At the end of the tour, everyone is handed gas masks as the guide explains as they will enter an area where toxic fumes are emitted during the flour cleaning process. Toxic fumes are emitted when the plastic flour is heated to exactly 387 degrees Celsius. A very small amount of crude oil is added to the mixture as it will work as a catalyser for the process.

While in the chamber they see how the plastic flour is poured into a huge bowl where it heated and melted into a black oily liquid. And from a pipe something that looks like oil is dripped into the mixture.

Suddenly halothane gas is emitted inside the gas masks worn by the characters and the characters will fall unconscious within a few seconds.

## The wakeup call

The characters wake up by a Harlem-blaster playing loud music. The lyrics the characters hear while shaking the drugs out of their heads is *the talking is too ring...*

The characters find them self tied to railroad tracks,, and they can feel the vibrations in the rails of an approaching train. They see a tunnel and the light at the end of the tunnel is a train. They are tied about a half yard apart, which mean they can reach the person in the sides while their feet are still tied to the track.

The train will hit the characters in less then 25 seconds, 4 Action rounds. Let's hope the characters spend those seconds wisely.

There are several ways to get out of the ropes, each action takes one or two action rounds.

- Spend a hero point to wiggle hands or feet free, one action round.
- Spend two hero points and wiggle free, one Action round.
- Use the **Laser signet ring** to cut the hands free, 1 action round.
- **Evasion EF 1** to wiggle and bend the hands or feet free of the rope, two action rounds.
- Untie someones feet or hands granted the character has hands untied (and feet to move to a character out of reach), one action round.

The train is loaded with pipeline piles and the characters find them self without any weapons, only gadgets and qPhones.

## A message from HQ

Now all the characters get a message from M on their qPhones.

Time is running out. K.E. Oleumann has sent out a press release to all major news agencies over the world stating that he will broadcast a press conference in five hours. In the press release informing about the press conference he mentioned that oil companies will see their stock market value slashed to nothing the coming days as he will reveal the next generation fuel. Several oil companies has already begun to skydive on the stock markets as a result if the press release.

## Tracking down stock buyers

With **Fields of Experience: Computers** or **Field of Experience: Economics/Business** a character can quickly trace the stock market trades and match those with bank client records and find out that most of the Oil company shares are bought by pension funds in Bulgaria and some other eastern European countries. All pension funds buying Oil shares are controlled by the labour union Rabotnik.

## A long walk

The characters can now follow the tracks. If they check their qPhone maps they will see that they are about three miles south of the facility in Antofagasta, and about an hours walk from the coast. The railway seems to go in an east-west direction. West will lead to the coast, the way the train went, and East through a very long tunnel inland.

After about one hour of walking, they reach the coast, and the end of the railway. They reach a fenced area with signs saying **No trespassing, property of Infinitum Technologies**. There is a large pier where the train has stopped and cranes are loading the pipe line segments onto a large ship named **Tailwind Rod Moon**.

## GM Note

The name Tailwind Rod Moon is an anagram for World Domination, **INT EF 2** to figure that out when seeing the name.

## Meeting Clint Hawkins

When the characters are scouting or surveilling the area, they are approached by a man with a long black hair wearing a typical tourist outfit with a Hawaii shirt, sun hat, shades and shorts. He introduce himself as Clint Hawkins, CIA. He says:

*– "We've been keeping an eye on this operation for a while. Our scientists have been trying to mimic the process without success, and when we tested the samples that one of our agents successfully grabbed at that big show in Italy, we found out that the chemical fingerprints matches the oil pumped through this very pipeline system.*

*You look like you've just missed a train and lost all your luggage. I got some equipment you can use, courtesy of the CIA, just fill in these forms, 417B and 37F:1 and I'll take you down to my field service equipment detachment."*

If the characters make a quick check using the qPhones, they will get a confirmation on Clint Hawkins identity from HQ.

## Equipment from the CIA

When the administrative formalities are settled, Clint Hawkins leads the way north along a small trail that ends at a bus stop beside the main road. A large black SUV is parked at the bus stop. Agent Hawkins opens up the back door and starts to hand out equipment. He says:

– *“Personal defence, check, firepower check, scuba gear, check, keys to the mini subs, check, hmm, anything else? Yes, the device we’ve borrowed from your Q-department and enhanced a bit, the razor, check.”*

## GM Note

The characters now has about three hours to get down to the beach and the boat house where CIA has hidden two different mini subs for two persons each, and then get out to the secret underwater base.

Clint Hawkins also hands over the latest CIA intelligence report of the situation. He says that he will stay ashore trying to call for some backup. He will follow the characters down to the boat house to unlock it.

## Into the blue

The boat house looks like an old shed, but when Mr Hawkins opens the door they see that is build in steel and that it is just camouflaged to look as an old shed.

Inside are two mini subs plus scuba gear. A diesel powered electric generator is quietly humming in the far end of the boat house, supplying power the lights and keeping the subs batteries loaded.

## Pumping station

The radar systems in the CIA subs indicates that there is some underwater activity going on about 30 minutes out in the sea, to the south-west.

When the characters reaches to the area, they see a diver working on a pipeline. There are two subs here, one typical maintenance sub and one strange looking one, looks almost like an UFO from a 50s SciFi movie. As soon as the characters arrive, the working sub moves towards them, cutting off their path, and the UFO moves rapidly away out of sight.

## Underwater battle

The pilot of the Triton maintenance sub will try to ram and break the characters subs, while the four men on the water will try do damage the sub using their spear guns. They will also do everything possible to prevent the characters from chasing after the Mothership.

## Divers (x4)

Both wearing divers suit, which can be punctured or disabled in many ways.

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

Boating ( 1 / 3 ), Diving ( 2 / 4 ), Driving ( 1 / 3 ), Evasion ( 2 / 4 ), Fire Combat ( 2 / 5 ), Hand-to-hand Combat ( 2 / 5 )

Hand-to-Hand Damage: A                      Speed: 0

Weapons:

**Heavy Speargun**

**PM: 0 S/R: 1 AMMO: 1 DC: G**

**Close: 0-4 Long: 10-18 Con: na Jam: 99**

**Draw:-2 RL: 3**

**Assorted tools**

**PM: -1 DC: +1 Draw:-2**

## Sub Pilot

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

Boating ( 3 / 6 ), Diving ( 1 / 4 ), Driving ( 3 / 6 ), Evasion ( 1 / 4 ), Fire Combat ( 1 / 4 ), Hand-to-hand Combat ( 2 / 4 )

Hand-to-Hand Damage: A                      Speed: 1

Weapons:

**Heavy Speargun**

**PM: 0 S/R: 1 AMMO: 1 DC: G**

**Close: 0-4 Long: 10-18 Con: na Jam: 99**

**Draw:-2 RL: 3**

## GM Note

This fight is supposed to be rather simple, but take enough time to let Blofeldt escape to his secret underwater base. When the first diver or the Triton sub is down, the remaining divers will flee.

If there is at least one working sub, the radar will pick up a large echo not far ahead, just another five minutes by sub or 30 minutes swimming.



## The Base

This is the final encounter set for this adventure, the grand finale.

When the characters arrive, there will be little time left before the broadcast will take place, about 30 minutes or so, a little depending on how well and the previous fight went.

A **Perception EF 5** will reveal a thick cable going up from the top of the structure and about 420 feet all the way to the surface. The base is located at a depth of 450 meters. The cable is the antenna for the broadcast, If the antenna is destroyed or damaged, Blofeldt will go to plan B, surface with his sub and broadcast from that. If that also fails, the sub has been put out of service, he will go to plan C, release his emergency capsule on level 4 and escape.

There are three airlocks on the underwater base. One where Blofeldt's sub is docked, one on the roof near the antenna cable, and one on the side close to the bottom. All three are locked with keypads, **Lock Picking EF 4** to open as it is easy to spot on which keys the algae has been worn off.

All airlocks are quite large and can fit up to six people. It takes only about two minutes to empty the water and pressurise to normal air pressure, or fill with water.

If the characters use a geiger meter they will notice a slight elevation in radioactivity. An INT 4 will compare it with being outside an old Soviet Union built atomic submarine.

The security system will prevent the inner door from being opened while the outer is opened, and it is a **Lock Picking EF 1/2** or **Electronics EF 1/2** to override that. A Failure trying to do so will alert security.

### GM Note on the underwater base

Karl Ernst Blofeldt will escape, using his Survival points to do so. He will use one of the escape pods and disappear, to hopefully return in another adventure. All persons in the base are described last.

## Level 1 - Groundfloor

Two guards are placed outside the elevators (5). They will react on noise. **Stealth EF 2** to sneak by close etc, shown in red on the map. **+2 EF** when moving out of sight.

- (1) Airlock **Lock Picking EF 4** to open.
- (2) Sleeping quarters, keypad lock **Lock Picking EF 3** to unlock each door. Three failed attempts and the alarm will go off.
- (3) Gym with several different training machines. No people here.
- (4) Cells, key pad locks, **Lock Picking EF 2** to open. A small round hole with a shutter on each door. Third cell checked will hold a prisoner, looks like a South American, in ragged clothes. If the door is opened, he will tell the characters that he was thrown in here as he has discovered that Left & Bold was pumping oil out of the tankers, not into the tankers. His name is Manuel Picaro.
- (5) Elevators, seems to go up and down. Two guards are standing in front of the doors, of in front of each door.
- (6) Stairs, going up.
- (7) Cantina, seems to have a decent menu, mostly seafood.
- (8) The kitchen, no one is working here right now.
- (9) Storage, several fridges and refrigerators with various food.

## Level 2 - Broadcasting studio

Two guards are placed outside the studio entrance close to the elevators (6), and two guards outside the studio doors in room (1). Blofeldt is at (4) recording his broadcast. If Blofeldt is threatened or warned (the studio is very soundproof), he will escape through a hatch (marked with a red **H**) in the floor via tunnel to the escape pod marked with a red **B**. If the guards are attacked and not taken out directly, they will press the emergency button on their watches and a silent alarm will trigger, and warn Blofeldt about the danger. The characters will see a glimpse of Blofeldt disappearing.

- (1) Airlock **Lock Picking EF 4** to open.
- (2) Reception room, empty, two guards are here.
- (3) Broadcasting studio, sound proofed walls.
- (4) The stage, three huge displays behind showing the infinitum Technology logo mixed with clips from the recycling plants and oil fields. Several remote controlled cameras are hanging from the roof. Four guards are here.
- (5) A small auditorium seating, empty.
- (6) The broadcast control room. One guard and two technicians are here and when the characters enter they are just starting the recorded broadcast.
- (7) Elevators, two guards outside.
- (8) Stairs, going up and down.

### Level 3 - Reactor Control

Two guards are placed outside the door leading to (2). There is not much time to start to fiddle, but if the characters want to shut down the power, they will not succeed as there is battery backups as well.

- (1) Radio activity check room, Geiger-meters, radio activity showers and radio activity protection suits,
- (2) Security airlock corridor. Will decontaminate anyone coming from (3). The doors to (3) won't open unless all persons in (2) wear protective suits as the suits are RFID tagged to the door control computer.
- (3) Outer control room. The doors to the reactor core are shut and will not open. An **Science EF 2** will enable the characters to emergency shutdown the reactor. Battery power will still keep the base powered for at least 8 hours.
- (4) Inner Reactor control room. Two technicians are working here and will react if the reactor is emergency shutdown.
- (5) Elevators.
- (6) Stairs going up and down.

### Level 4 - Sub Docking bay

This is the sub docking and repair bay. No one is here at the moment. There are also four escape pods here, for the common people. The escape pods will slowly surface and automatically handle decompression, and will send emergency signals. If the characters have tampered with the reactor, this is where everyone will run. Each escape pod takes 8 people. There are four Triton subs in the repair and two more out in the dock (1).

- (1) Huge water/airlock, the outer gates are closed, the inner opened.
- (2) The elevators.
- (3) The stairs, going up and down.
- (4) The emergency escape pods.

### Level 5 - Life support

On this level there are two technicians working in the green house (4), and a guard is stationed in the oxygen generator room (5).

- (1) The airlock hatch in the roof, from which a ladder goes down to the main floor.
- (2) The staircase, going down.
- (3) Out green house, warm and moist. A huge greenhouse is in here, (4).
- (4) The greenhouse. Plants for food and for some experiments are grown here. **Science EF 4** to recognise some common food plants and **Science EF 2** to some rare but poisonous plants.
- (5) Oxygen generator room. 16 huge steel tubes, all marked with O<sub>2</sub> is here. A guard is always on duty here since this is a vital part of the system. If this is disabled the oxygen will run out in 30 minutes in the base.
- (6) The Artificial Gill, extracts oxygen from the seawater and stores it into the tanks.

### Guards

Wearing typical guard uniforms and carrying pistols and batons. Guards will fight and try to activate the silent alarm, which will put all guards on alert, taking defensive positions and Blofeldt will escape.

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

Evasion ( 2 / 5 ), Fire Combat ( 3 / 6 ), Hand-to-hand Combat ( 3 / 6 )

Hand-to-Hand Damage: A                      Speed: 0

Weapons:

**Browning HighPower 1935**

**PM: 0 S/R: 3 AMMO: 13 DC: G**

**Close: 0-3 Long: 13-19 Con: 0 Jam: 99**

**Draw: 0 RL: 1**

### Technicians

Wearing white technician lab coats or in some cases full radiation suits, they will try to stop the characters but give up when they are outgunned, they are all unarmed, but can pick up a weapon from a guard.

**STR: 1 DEX: 2 WIL: 3 PER :3 INT: 5**

Hand-to-Hand Damage: A                      Speed: 0

Evasion ( 1 / 2 ), Fire Combat ( 1 / 3 ), Hand-to-hand Combat ( 1 / 2 ), Science ( 7 / 12 )

Weapons:

none

## Karl Ernst Blofeldt

**STR:** 6 **DEX:** 6 **WIL:** 11 **PER:** 9 **INT:** 12

### SKILLS (SKILL LEVEL / PRIMARY CHANCE)

Boating ( 3 / 10 ), Charisma ( 7 / 18 ), Disguise ( 6 / 18 ),  
Driving ( 4 / 11 ), Evasion ( 5 / 11 ), Fire Combat ( 5 / 12 ),  
Hand-to-hand Combat ( 4 / 10 ), Science ( 8 / 20 ),  
Sixth Sense ( 5 / 16 )

### ABILITIES: Connoisseur, First Aid

HEIGHT: 5'6"	SPEED: 1
WEIGHT: 162 lbs	HTH-DAMAGE CLASS: A
AGE: 67	STAMINA: 30 hours
APPEARANCE: Plain	RUN/SWIN: 40 minutes
FAME POINTS: 72	CARRYING: 101 - 150 lbs
SURVIVAL POINTS: 2	

Weapons:

### Browning HighPower 1935

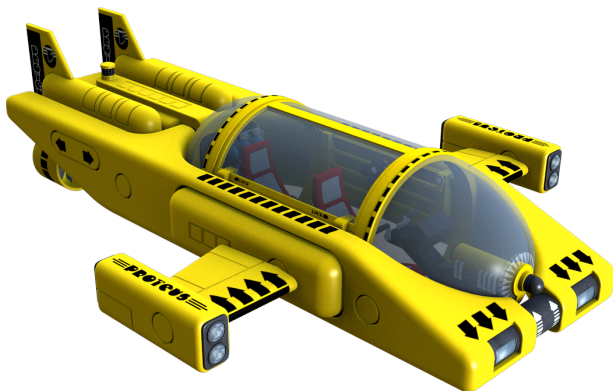
**PM:** 0 **S/R:** 3 **AMMO:** 13 **DC:** G

**Close:** 0-3 **Long:** 13-19 **Con:** 0 **Jam:** 99

**Draw:** 0 **RL:** 1

## New Vehicles, Weapons & Gadgets

### Proteus mini sub



The Proteus mini sub is a two seated mini sub capable going down to a depth of 350 meters. It has oxygen for up to eight hours but the battery capacity is only enough for six hours of operation.

**PM:** -1 **RED:** 5 **CRUS:** 8 **MAX:**14 **RGE:** 48 **FCE:** 2 **STR:** 4

### Triton mini sub



The Triton mini sub is a two seated mini sub capable going down to a depth of 430 meters. It has oxygen and battery capacity for up to five hours of operation. It has been the work horse of off shore out rigs for many years due to it's reliable and robust construction. It is slow and bulky but durable.

**PM:** -2 **RED:** 3 **CRUS:** 6 **MAX:**10 **RGE:** 32 **FCE:** 3 **STR:** 6

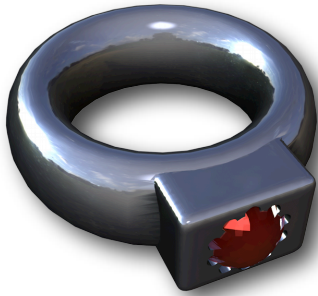
### Calypso mini sub



The Calypso mini sub is a modern water jet propelled silent surveillance sub. It can only go down to depth of 200 meters and it has battery power and oxygen for four hours of operation. It's main feature is the speed and manoeuvrability.

**PM:** +1 **RED:** 3 **CRUS:** 12 **MAX:**22 **RGE:** 48 **FCE:** 1 **STR:** 3

### Laser signet ring



This ring has a small but powerful laser that emits through the fake ruby. It is powerful enough to cut through an inch of rope or wood, but neither metal, nor concrete. It can cut up to a 6 inch long cut in the material before it runs out of power. It is activated by pressing the back of the ring with the thumb for about two seconds.

### Video Cufflink



This pair of cufflinks looks just like any modern pair of cufflinks. One of them is a small HD quality low light camera that can record up to 30 minutes of video and sound. The recording can then be transferred to the qPhone by simply putting the cufflink on the phone. It will take about 5 minutes to transfer a full 30 minute recording.

# M.I.6

## HER MAJESTY'S SECRET SERVICE

### Operation Boardwalk

**Objective:** Locate and rescue Mrs. Amelia Thompson and Mr. Jack Thompson, currently taken hostage by what is suspected to be the rebel group Hands of God.

**Situation:** Their journey began at Bukoba along the West side of Lake Victoria, about 20 miles south of the border to Uganda. They were traveling North along the Kashozi road towards the Ugandan border, making frequent short stops and overnight stops at the different lodges along the way.

**Location:** The beacon is too weak to track correctly but it is in the border area. When you come closer, tracking will be correctly displayed in you qPhones.

**Intelligence:** There are a handful guerilla and rebel groups roaming the border between Tanzania and Uganda. They are often heavily armed.

**Transportation:** You will go by a private jet from Dar-es Salaam to Bukoba, where you will be picked up by a helicopter from the Tanzanian army for further transportation north, to the area marked as DZ, drop zone.

**Equipment:** Required equipment will be loaded on the plane. You will have plenty of time to change and gear up as the flight from Dar-es Salaam will take about one hour.

**Pickup:** The helicopter will pick you up on your signal. Instructions will follow with the equipment.

# M.I.6

HER MAJESTY'S SECRET SERVICE



OB-TZN-002 RECEIVING THIS LETTER AUTOMATICALLY MAKES YOU LIABLE TO THE OFFICIAL SECRETS ACT

WARNING

# Teaser equipment list

## H&K MP-5k with silencer



2 mags + 1 loaded

PM: 0 S/R: 6 AMMO: 30 DC: G(E) Close: 0-12 Long: 40-70 Con: +3 Jam: 99 Draw: -2 RL: 1

## G60 Flash Bang

These flash bangs do Area Damage Class **I**, but damage from the blast is reduced by one level, MW becomes LW and LW becomes ST. Pain resistance rolls are performed at **EF -4**.



## Walter-P99 with silencer



3 mags + 1 loaded

PM: +2 S/R: 3 AMMO: 16 DC: E Close: 0-4 Long: 12-20 Con: +1 Jam: 99 Draw: +1 RL: 1

## Red Smoke Grenade

The red smoke grenade is not actually a weapon. When activated it emits a plume of red smoke that rises high and can be spotted by friendly planes or helicopters.



## Old "brick model" military radio

An old but reliable and rugged military radio.



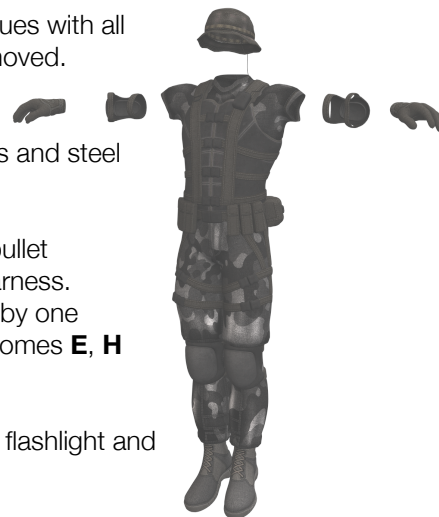
## Commando combat fatigues with night vision goggles

A set of combat fatigues with all military markings removed.

Knee and elbow caps and steel capped boots.

Kevlar and ceramic bullet protected combat harness. Lowers any damage by one damage step. **F**, becomes **E**, **H** becomes **G**.

Also includes a small flashlight and first aid kit.



The night vision goggles gives the characters an **EF -1** instead if **EF -3** when firing in darkness. The goggles are also fitted with flash protection preventing the barer from being blinded by flash bangs or muzzle flashes. Battery life is about 4 hours.

INSTRUCTIONS TO MISSION PICKUP

CROSS THE BORDER

ACTIVATE THE RADIO

CODEWORD "BOARDWALK"

GIVE YOUR POSITION

WHEN YOU HEAR THE HELICOPTER,  
EMIT RED SMOKE AT A LANDING SPOT

STAY DOWN UNTIL THE HELICOPTER  
HAS LANDED AND SIGNALS ALL CLEAR

# M.I.6

## HER MAJESTY'S SECRET SERVICE

### Briefing documents

**Objective:** Observe and report to HQ.

**Details:** The letter sent to BP, and tickets to the presentation in Italy.

## Inifinitum Technologies

Dear Sir,

Inifinitum Technologies hereby invites British Petroleum to visit the most spectacular invention modern man has made since the invention of the combustion engine.

You will sign the attached NDA (Non Disclosure Agreement ) on behalf of your company and return it, and your tickets will arrive shortly.

We guarantee an evening with many surprises and a small buffet with assorted refreshments in the bar.

Tuesday, September 11, 2012  
Inifinitum testing grounds  
Castello San Amorina  
Pordenoe  
Italy



# M.I.6

HER MAJESTY'S SECRET SERVICE

Attached: Tickets

**Inifinitum** Technologies

**Tuesday, September 11, 2012, 19:30**

**Issued for:** British Petroleum

**Ticket #:** 317

Remember that everything you will see and hear are regulated by a Non Disclosure Agreement.  
The fine for violating the NDA is \$100,000,000

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# M.I.6

SERVICE



Photograph one from CCTV  
outside METRO Hotel



Photograph two from  
M.I.6 photo bank, filed  
under the name K.E.B.

KE-LN2-001

WARNING  
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Inifinitum Technologies

K.E. Oleumann  
Chairman and Founder

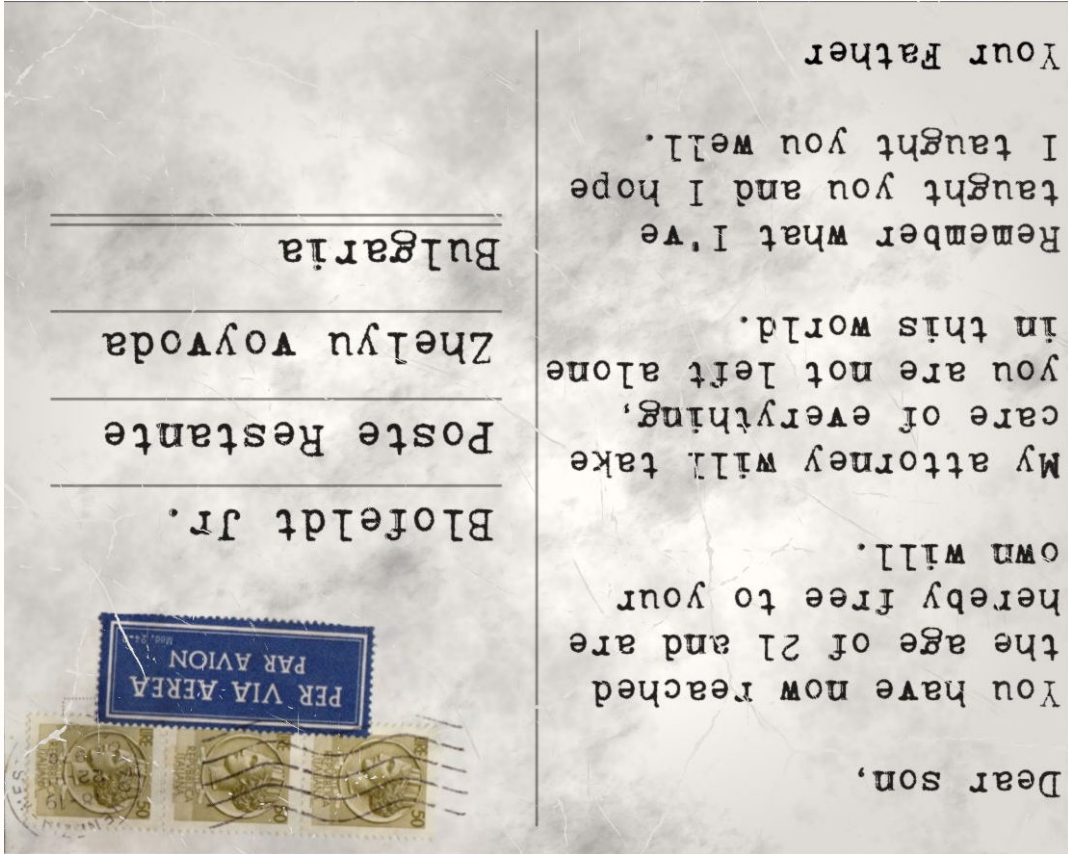
+44 765 8837 66

Creating a brighter future

fold here



fold here



Bulgaria  
Zhelyu voyvoda  
Poste Restante  
Blotfeldt Jr.

Dear son,  
You have now reached  
the age of 21 and are  
hereby free to your  
own will.  
My attorney will take  
care of everything,  
you are not left alone  
in this world.  
Remember what I've  
taught you and I hope  
I taught you well.  
Your Father





fold here

The first barrels produced by  
Left & Bold, October 12, 2003



## Rabotnik is a force to recon with



*Rabotnik founder Eno*

The east European labour union Rabotnik sends a warning to all the new governments in eastern Europe. No more corruption and no more bribes into your own pockets. We will not take it anymore. We had one revolution and we can have another if you do not please the people you are elected to lead.

The founder of the labour union Rabotnik has spoken. Rabotnik that has sections in most eastern European countries that were behind the iron curtain until it fell in 1989 is the worlds largest organized labour union with over 40 million members.

We are a force to recon with he says, we have our own companies and plan to start even more. We're gonna compete with capitalists on their home field, business.

# Inifinitum Technologies

2012-03-23

## Letter of intent

The company Inifinitum Technologies, below called purchaser, hereby intent to purchase technology, equipment and consultation from the company Left & Bold Oil, below called seller, for a sum of at least, but not limited to, 200 million dollar to install at the new refinery plant under construction in Antofagasta, Chile.

This document of intent will regulate all legal eventualities concerning a business transaction of this magnitude.

# M.I.6

## HER MAJESTY'S SECRET SERVICE

### Left & Bold Oil

Founded in 2002 by the Tyulenovo section of the Rabotnik labour union, Bulgaria.

CEO: Nadia Petkova, also head of the Rabotnik labour union section in Tyulenovo. Her parents were killed during the Bulgarian revolution in the fall of 1989.

M.I.6 Threatlevel: Very low.

FOR YOUR EYES ONLY



# M.I.6

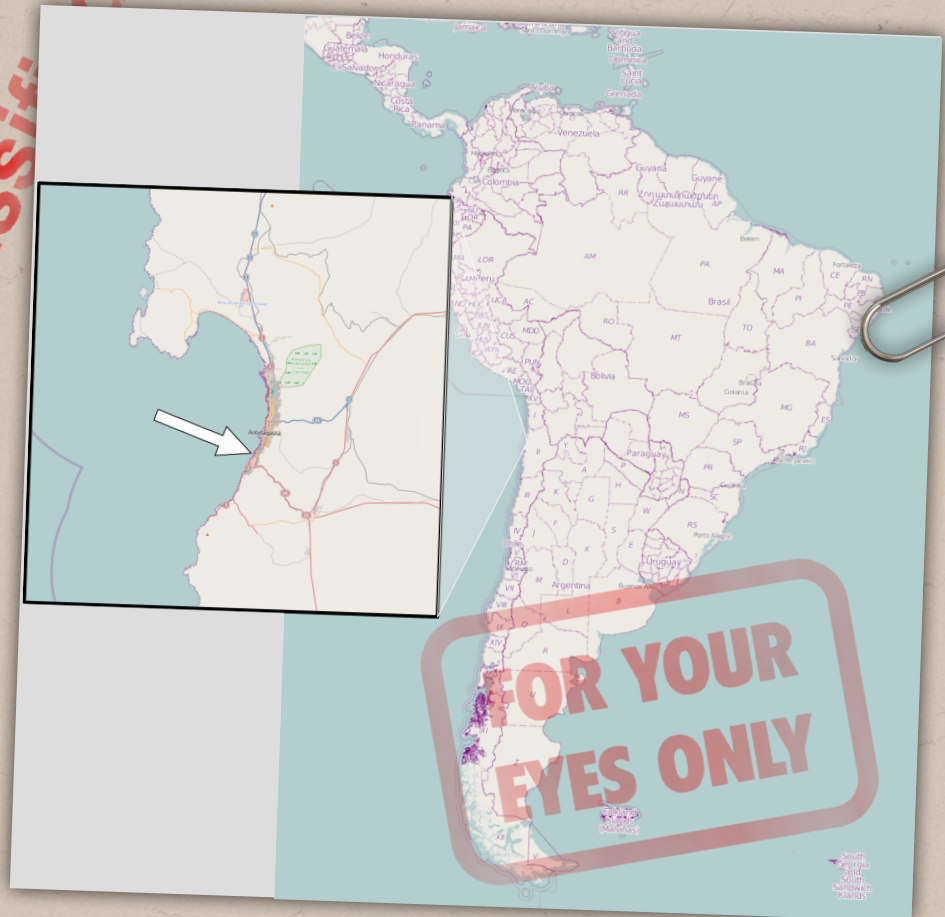
## HER MAJESTY'S SECRET SERVICE

### Infinitum Technologies Chile operations

The Infinitum Technologies production plant in Antofagasta, Chile was bought from Empresa Nacional del Petróleo, the National oil company in Chile, about six months ago. Recent satellite pictures doesn't show much changes except newly constructed walls and fences surrounding the area.

The plant has been inviting special guests for guided tours, mostly government representatives.

Your mission is to travel to Antofagasta and see what you can find out. The PM is very nervous, the Oil stocks can crash any day.



## URGENT MESSAGE

Time is running out.

K.E. Oleumann has sent out a press release to all major news agencies over the world stating that he will broadcast a press conference in five hours. In the press release informing about the press conference he mentioned that oil companies will see their stock market value slashed to nothing the coming days as he will reveal the next generation fuel. Several oil companies has already begun to skydive on the stock markets as a result if the press release.



Name: Clint Hawkins  
Organization: CIA West Indies  
Location: Havana - Cuba



# CIA

## CENTRAL INTELLIGENCE AGENCY

**Subject:** Infinitum Technologies - Antofagasta

**Situation:** In 2008, Left & Bold Oil applied for prospect rights of a small, almost non-existent findings of oil outside the coast of Chile near the town of Antofagasta. The very oil findings that brought the refinery in Antofagasta to it's knees due to the very low quality oil and the very small amounts that could be pumped per day. The government of Chile finally agreed after what we suspect was a substantial amount of dollars on a Swiss bank account in the name of the former minister of oil and gas. At the same time Infinitum Technologies purchased the refinery in Antofagasta.

Satellite photos reveal that there has been a lot activity going on at the oil rig Left & Bold bought from Empresa Nacional del Petr leo in 2007. Tankers comes and goes, the oil rig seems to be working well.

CIA has kept this under surveillance as oil platforms could be used as both training sites for terrorist cells and as hosting rigs for pirates that will hurt the US Media industry, which is a high priority target for the CIA.

The latest development with Infinitum Technologies claiming to be able to recycle waste into oil would be a devastating blow to the US core oil industry. CIA has added more resources to the team in the Antofagasta area to be able to identify how true the claims made by Infinitum Technologies are and who are helping them with supplying the crude oil claimed to be needed for the process.

We have found out that the Bulgarian oil company Left & Bold Oil, is run by the labour union in Bulgaria called Rabotnik, meaning Worker in Russian.

Rabotnik was founded by the person now calling himself Karl Ernst Oleumann. His real name is Karl Ernst Blofeldt, son of the late Ernst Stavro Blofeldt.

The name LEFT&BOLD is an anagram for BLOFELDT.

# CIA equipment list

## Glock 17C



**3 mags + 1 loaded**

PM: +2 S/R: 3 AMMO: 17 DC: F Close: 0-4 Long: 13-20 Con: -1 Jam: 99 Draw: +1 RL: 1

## H&K MP-5-A5 + M203



**2 mags + 1 loaded  
3 Grenades**

MP5: PM: +1 S/R: 6 AMMO: 30 DC: G(E) Close: 0-12 Long: 40-70 Con: +3 Jam: 99 Draw: -2 RL: 1  
M203: PM: 0 S/R: 1 AMMO: 1 DC: I Close: 2-4 Long: 8-20 Con: +3 Jam: 98-99 Draw: -2 RL: 3

## CIA Field Agent Diver Shaver



Based on a design that CIA stole, borrowed, from M.I.6, but enhanced to give the CIA field operatives some better tools.

While under water, the razor can work as a small handheld propelling device. battery power is enough for about 10 minutes.

CRUS: 4 MAX: 6 RGE: 4

## Navy SEAL suit



A Navy SEAL reinforced attack suit.

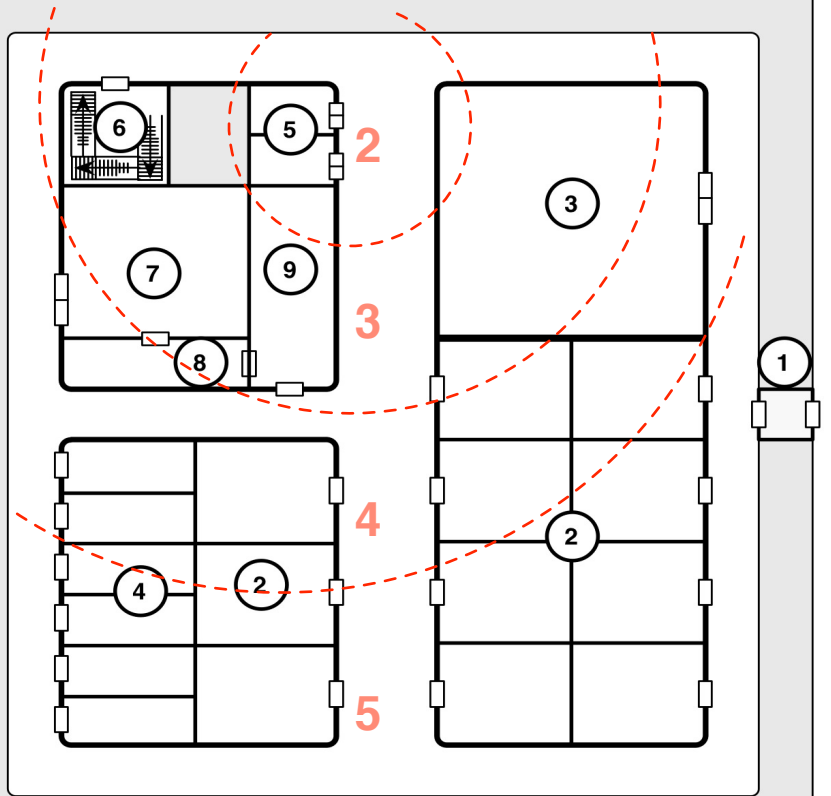
Kevlar and ceramic bullet protected combat vest. Lowers any damage by one damage step. **F**, becomes **E**, **H** becomes **G**.

Leg ammo pouches and a 4 hour diving gear.

# Base floor plans for GM

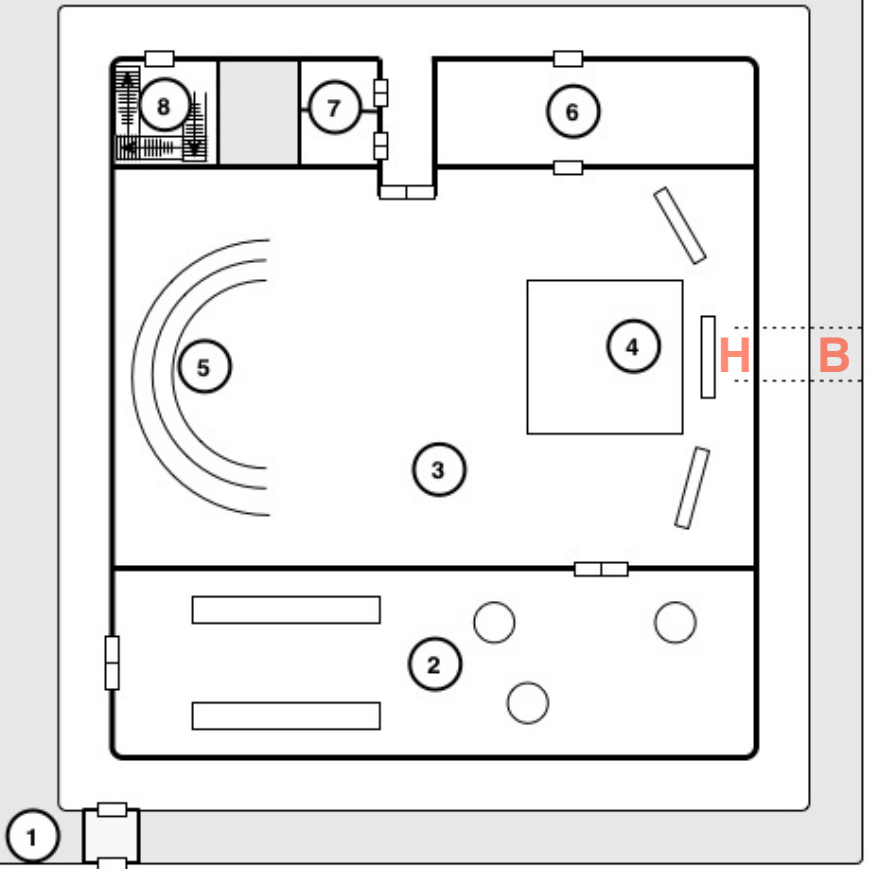
Level - 1 Groundfloor

Reactor



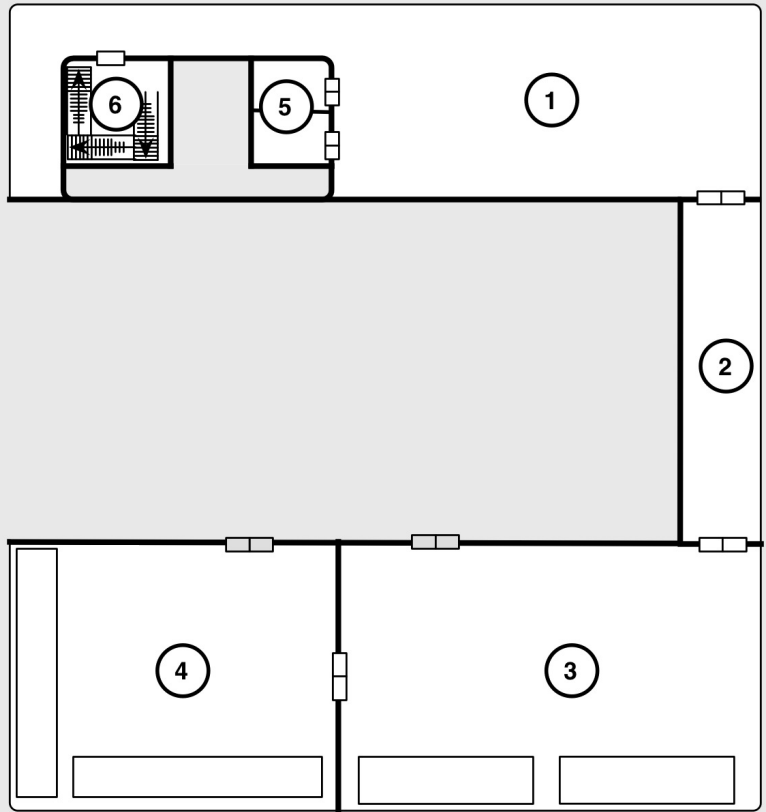
Level - 2 Broadcasting studio

Reactor



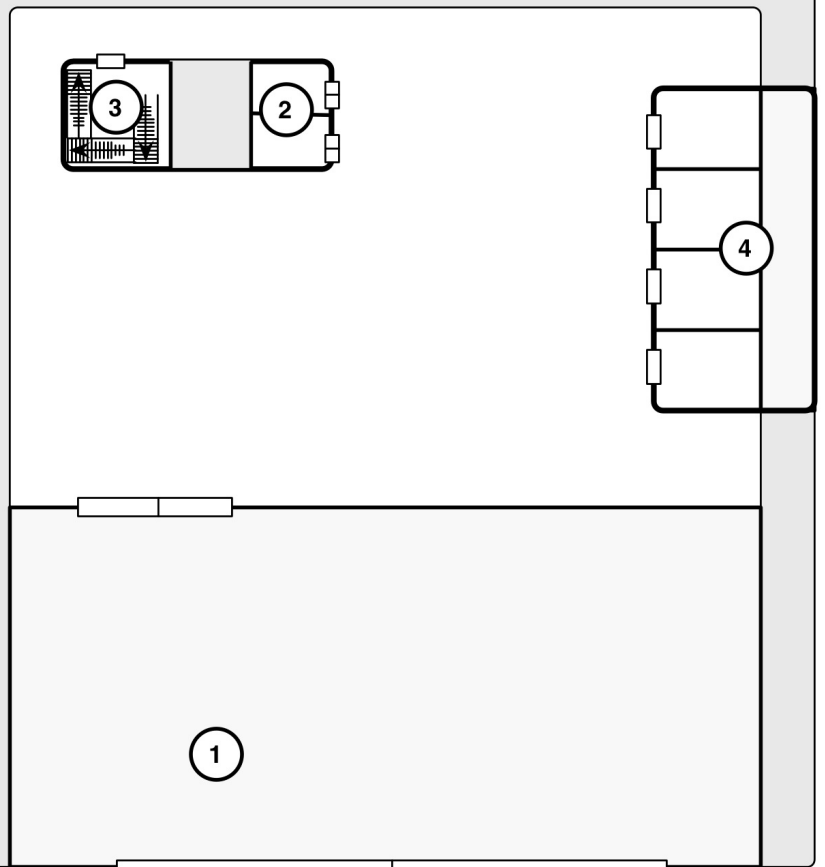
Level - 3 Reactor Control

*Reactor*



Level - 4 Sub Docking bay

*Reactor*



Level - 5 Life support

*Reactor*

